

CAMO SPECS ONLINE

A GUIDE TO FACTION PAINT SCHEMES



CLAN SMOKE JAGUAR

JAGUAR'S DEN

Serving as the Command Trinary for the entire Smoke Jaguar Toman, the Jaguar's Den fought against Star League forces on Huntress. Helping lead the push-back against battle-worn units of Task Force Serpent, the Jaguar's Den was not strong enough to fend off the renewed attacks that came with the arrival of Inner Sphere reinforcements from Operation Bulldog. Afterwards, its remaining members lost their lives during the Great Refusal. At the time, they were thought to be the last of their Clan's *toman*.

The Jaguars' Den paints their 'Mechs a dark smoky grey with blue smoky grey highlights and heavy gold panelling.



ALPHA GALAXY

Among the first units to invade the Inner Sphere during Operation Revival, the Jaguars' Alpha Galaxy took four worlds in the initial wave, driving panicked Combine defenders before them. A part of many of the invasion's initial victories, they were also present for the defeats on Luthien and Tukayyid, and were eventually driven from their conquests by coalition forces during Operation Bulldog. Some organized elements of Alpha Galaxy actually survived past the Great Refusal, lasting until May of 3060 before finally being destroyed during an aborted attempt to reform their beloved Clan.

Alpha Galaxy uses a flat gray scheme with jaguar spots on the upper surfaces of 'Mechs and vehicles.



BETA GALAXY

Known as the Mistweavers, Beta was involved in some of the most notorious events of Operation Revival, and always for the wrong reasons. It was Beta Galaxy's assigned warship, *Sabre Cat*, that bombarded the city of Edo on Turtle Bay, and it was again Beta Galaxy that was embarrassed on Wolcott, as they gave the Inner Sphere one of their first victories against Clan warriors. Perhaps fittingly, they were also present for Jaguar defeats on Luthien and Tukayyid, and were eventually crushed by forces flying the banner of the resurrected Star League.

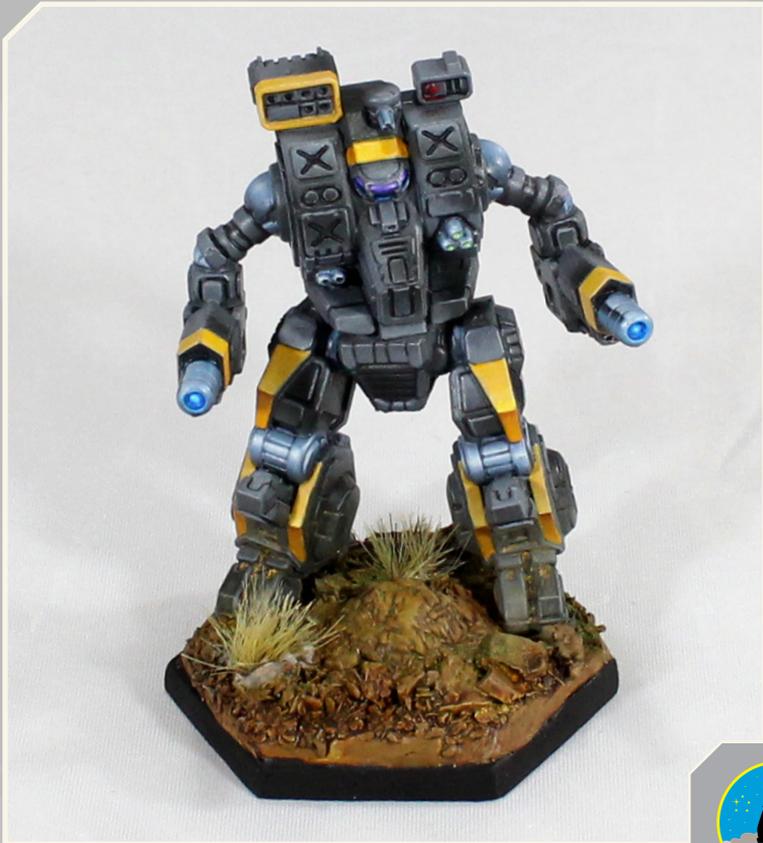
Beta Galaxy paints its 'Mechs in a multilayered grey camouflage consisting of horizontal streaks, meant to represent a mist. Bloodnamed warriors paint large felid eyes on the torso of their 'Mechs, and may even add other felid features as well. Kills are marked by smaller pairs of eyes placed randomly on the 'Mech, though some warriors have taken to placing them near the weapons which delivered the final blow. The Elementals of Beta Galaxy have been seen in both this scheme and the traditional jaguar spot camo.



DELTA GALAXY

Despite partaking in the conquest of double-digit worlds during Operation Revival, Delta Galaxy was not present at Tukayyid. Having not shared in the heavy Jaguar losses there, Delta was available for some of the first Clan offensive action in the post-Tukayyid era. Unfortunately for them, they were defeated at every turn by a DCMS that much better prepared than in 3050. When the reborn Star League attacked seven years later, Delta was in the thick of the action, but were unable to stem the tide. Elements of the galaxy were part of newly formed scratch units that left the Inner Sphere and would eventually face, and be defeated by, some of these same Star League forces, but this time on Huntress.

Delta Galaxy's color scheme is a medium and dark gray mottle with yellow highlights.



EPSILON GALAXY

Not part of the Jaguars' original three-galaxies-bid for Operation Revival, the individual clusters that would fall under Epsilon's banner by 3053 still saw plenty of action. As a whole unit, Epsilon saw its baptism of Inner Sphere fire during Operation Bulldog. Taking heavy losses during the first wave of attacks, including the galaxy command trinary, the lone surviving cluster was destroyed during the third wave.

Epsilon Galaxy typically paints its 'Mechs in a dull reddish orange with yellow trim, though sometimes traditional jaguar-spot camo is used in the field. The Clan logo is always displayed prominently on the center torso, and columns of smoke are painted on the legs. The galaxy logo is a blue Epsilon set as the bait in a steel trap.



ZETA GALAXY

A garrison formation, Zeta contributed to the Smoke Jaguar counterattack during Operation Bulldog, detailing a Cluster to the strike on McAlister, which was wiped out. Another fell in the follow-up Star League attacks, and the remaining three Clusters were able to extract the majority of their forces from the Inner Sphere and contribute to the reinforcing action on Huntress, arriving in-system on March 19, 3060.

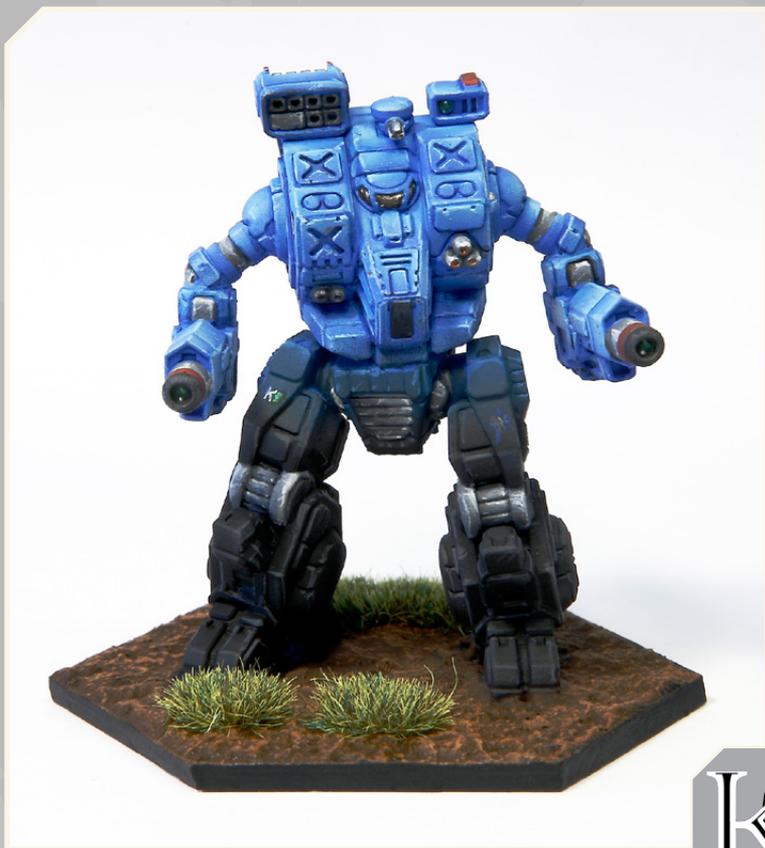
Zeta Galaxy paints its machines gunmetal gray with red highlights. Their insignia is a pouncing black jaguar with a red Greek letter Zeta in the background.



KAPPA GALAXY

Made up of second-line units, Kappa was garrisoning five worlds when Operation Bulldog kicked off. When Luzerne was attacked in late June of 3059, Kappa helped stymie the Star League attack, and with the help of front-line troops, was able to put the attackers on the defensive. They would maintain the upper hand until more coalition troops arrived in early August, finally securing the planet for the Combine on the 8th. Kappa's remaining Clusters would stay at their posts, dying in further attacks in waves four and five, with a not-insignificant number taken captive.

Kappa paints the upper body of their machines light blue and fades to black on the legs. The machines are accented with red and black highlights. Kappa's insignia is a white Greek Kappa with a jade ancient Terran Olmec Were-Jaguar priest set behind it.



NU GALAXY

Composed of second-line troops, Nu was garrisoning four worlds when Operation Bulldog kicked off. After losing the 168th Garrison Cluster in the first wave of attacks and the 124th Garrison Cluster in the second, a large portion of the remainder were able to withdraw in good order in the face of later Star League attacks, and join the Jaguar forces pulling back to Clan space. They would see their final action on Huntress as part of provisional Galaxies.

Nu Galaxy uses a blood red and gray paint scheme. A blue Greek letter Nu is the Galaxy insignia.



TAU GALAXY

Unique in Clan Smoke Jaguar, Tau Galaxy was formed as a front-line Galaxy with unblooded warriors, each genetically linked to Jaguar warriors who excelled during Operation Revival. Their planned use was to attack Clan Nova Cat using Wayside V as a base, but that was thrown into disarray in July of 3058 with the unexpected arrival of Stirling's Fusiliers, a regiment of the Northwind Highlanders. Under contract to House Kurita, the Highlanders were not expecting to face front-line troops, and quickly found themselves on the defensive. In the end, a detachment of Highlanders was able to lure Clan Nova Cat forces to the system, where the new arrivals destroyed Tau Galaxy just before they could deliver the final blow to the Fusiliers.

Tau's machines are painted in various shades of gray with blood red highlights. Tau Galaxy's insignia is simply an orange Greek letter Tau.



PSI GALAXY

Called forward to garrison conquered Inner Sphere worlds, Psi consisted of five Clusters when the reformed Star League launched Operation Bulldog in 3059. Losing a full Cluster and the command Tertiary in the second wave of assaults, elements of three Clusters would eventually survive the total loss of their invasion corridor, and join other Jaguar forces in returning to Huntress.

Psi Galaxy paints its units a medium grey with blue highlights and adorns their 'Mechs with bloody Jaguar claw marks. Psi's insignia is a bloodied claw.



OMEGA GALAXY

Another Jaguar garrison formation, Omega was hit in the second wave of Operation Bulldog, losing one of their three Clusters. A second would be gutted during the offensive operations of the Jaguar counterattack. The third and final Cluster would be destroyed on Jeronimo over three days of fighting.

Feeling robbed of the chance for a more glorious warrior death, the solahma warriors of Omega Galaxy paint their machines as a black variation on the traditional jaguar spotted camo. The “unlucky” Black Cats hope to inflict their curse upon all who cross their path. The unit’s insignia is a two-tone blue Greek letter Omega. Though frequently assigned to garrison duty, Omega’s ‘Mechs add red/yellow checkers (the colors of CSJ rank insignias) when pirate hunting or used in some other offensive capacity.



FLEET ASSETS

Influenced by the utilitarian nature of the Smoke Jaguars, the fleet uses a basic gray mottle color scheme with prominent areas of the super-structure highlighted with a light or dark gray. Less prominent sections of the hull are often painted in a dark tan.



CSO PAINT GUIDE: ALPHA GALAXY

Welcome to the first edition of *Camospecs Online's Guide to Faction Paint Schemes*. Our goal will be to give readers the fundamental tools and guidance to paint units efficiently while also making them stand out on the battlefield.

For our first unit, we will showcase Clan Smoke Jaguar's Alpha Galaxy. Alpha Galaxy used a spotted jaguar pattern in multiple shades of gray. While the scheme might look complicated, this guide is designed to take readers through it step-by-step for great looking final results.



STAGE 1 - PRIMING

Always make sure to wash your models thoroughly before priming. Priming your miniatures before painting is a necessary part of the process. As my skills have progressed, I have moved almost exclusively to using Tamiya's gray spray primer. It covers well, but is fine enough to preserve detail. I have also started using more zenithal highlighting in grayscale with

STAGE 1

PRODUCTS USED

Bearing in mind that there are many brands and lines of paint with equivalents colors, here is a list of the paints and other products I used for this project:

- Tamiya Gray Spray Primer
- Future Floor Wax
- Vallejo Model Color Black
- Vallejo Model Color Dark Gray
- Vallejo Model Color Neutral Gray
- Reaper Master Series Misty Gray
- Vallejo Model Color Black Red
- Vallejo Model Color Dark Red
- Vallejo Model Color Red
- Vallejo Model Color Vermillion
- Vallejo Model Color Intense Blue
- Vallejo Model Color Andrea Blue
- Vallejo Model Color Sky Blue
- Scale 75 Scale Color Metal 'N Alchemy Thrash Metal
- Scale 75 Scale Color Metal 'N Alchemy Heavy Metal
- Scale 75 Scale Color Metal 'N Alchemy Speed Metal
- Scale 75 Inktness Black
- Vallejo Pigment Burnt Sienna
- Vallejo Pigment Natural Sienna
- Vallejo Pigment Dark Yellow Ochre
- Vallejo Pigment Dark Red Ochre

my airbrush, so a good neutral gray makes a good starting point. For our Smoke Jaguar model, black and white primers will also work, as most gray paints cover well. With white you'll likely end up with a slightly lighter base coat, while black will give you a slightly darker one.

STAGE 2 – BASE COATING

For the base coat I started with Vallejo Neutral Gray and used a large round brush to lay down a relatively thin first coat. Thinner paint is better—you will preserve detail and you can always paint a second coat. For this model I did two solid base coats to make sure I had sufficient coverage.



STAGE 2A



STAGE 2B

STAGE 3 – JAGUAR SPOTS AND BLACK

Whenever you are painting a camouflage or natural pattern it's always good to review samples online. To start, I mixed 50/50 Vallejo Neutral Gray with Vallejo Dark Gray. I started painting the top of the model, making small to medium size random patches in roughly oval and triangular patterns, each one spaced roughly 2-3 millimeters apart. I used size 0 and size 1 brushes for this part. To put a darker broken edge and small spots around each patch, I mixed 50/50 Vallejo Dark Gray with Black. You could also choose to do these in all black if you wanted a darker look to the model. For the lines I vary the thickness by varying the pressure I put on the brush as I draw the line. This will likely be the longest part of the process. Once I painted all my jaguar spots I went back and painted A/C barrels, vents, joints, the front of the LRM launcher, and the cockpit in black.



STAGE 3A



STAGE 3B

STAGE 4 – CLEAR COAT WITH FUTURE

Stage four was simply coating the entire miniature in Future Floor Wax, aka Pledge Floor Gloss. I have been using the same bottle since around 2005 and still have about 1/3 remaining. Clear coating the model is really an essential part of the process. It will protect your paint job when handling the model and will create a smooth surface for adding decals, painting panel lines, and painting more advanced techniques like dirt, grime, and oil streaks. Again, apply 1-2 thin coats with a large round brush.



STAGE 4A



STAGE 4B

STAGE 5 – DECALS, PANEL LINES, COCKPIT, LASER BARRELS, METALLICS, AND THE BASE

This stage will take a while. I started by taking a thin brush—either a fine size 0 or 00—and carefully painting all the panel lines with a mix of black ink with a dab of black paint. This will help give the model more definition and bring out all those fine modeling details that can get lost in camouflage type patterns like this. The ink on the glossy surface of the model will also tend to flow into crevices, but if something doesn't look right the gloss makes it much easier to clean up any stray paint. To clean up a line, simply clean your brush, make sure it is still quite wet, then “wipe” up the excess with the brush. A paper towel on hand will also be helpful to clean up excess water.

Next, I applied the decals. I usually use a pair of tweezers and a slightly wet brush to position the decal. If the decal gets stuck, use the brush to get underneath the decal and move it into position. If you really run into problems, you can load up the brush with water and drop a dab on the model's surface and reposition. Once you're moderately satisfied, just mop up the excess water with a paper towel. After my decals dried, I brush Future over the surface of the decals once again. This is an essential step for two reasons—first, it eliminates the shiny transparent edged that would otherwise stand out on the model without the Future, and second, it will protect the ink in the decals from destruction when spraying on a final clear coat in stage 6. I then went back and painted red lines around the clan and galaxy decals to make them stand out against the surface.



STAGE 5A

Next I painted the metallics by starting with Scale 75's Thrash Metal mixed with a dab of Inktense Black. I painted this over all surfaces that I wanted to be metallic—A/C barrels, 'Mech joints, vents, etc. I then used Thrash Metal by itself to go over all surfaces again, leaving a bit of the darker color in the areas of the model that would receive the least light. Moving up from there I painted Scale 75 Heavy Metal over surfaces from about the midpoint where light would strike the model. I followed that with 50/50 Heavy Metal and Speed Metal on higher surfaces, and finally just a few dabs of Speed Metal on the highest surfaces.

Laser barrels are fairly simple; in this case I used blue and red. Start with your darkest shade of that color and paint the entire surface of the inside barrel. Then add a crescent shape on the bottom part of the barrel, where light would naturally strike the surface more easily, then keep working up with your color palette until using just a small dab of your brightest color at the very center of the crescent. The same basic rule applies for painting the cockpit—in general, your brightest color should be at the bottom and the darkest at the top.

I did put just a bit of wear and tear on the lower surfaces of the model using my original Neutral Gray dabbed on with a piece of foam—foam works great for creating random stresses and scratches on surfaces.

Finally I painted the base with Vallejo Burnt Umber and then mixed in progressive amounts of Vallejo Yellow Ochre on higher surfaces to bring out details and give the base a desert feel.



STAGE 5B

STAGE 6 – FLAT CLEAR COAT AND FINISHING WITH PIGMENTS

Now we want to use a flat clear coat spray to seal the model. Again, I use Tamiya products for this part, but Testor's and other brands work just as well from my experience. The clear coat will protect the model, dulls the glossy Future, and pulls everything together.

Last, I used my pigment powders on the base to create small, randomized patches of color to give the base more variation and make it come alive. I then used a damp size 0 brush, and adding just the smallest amount of Natural Sienna to the tip of the brush, spread that around the feet and lower legs of the model. I rubbed it into the surface to evenly distribute the pigment to give the appearance of dust just coating the lower surfaces of the 'Mech. Remember that a 'Mech stands several meters tall, so only the lowest surfaces would likely get covered in dust and grime.

Well that wraps up our first edition of the Guide. I hope my tutorial helps demystify what can seem like an intimidating scheme. Total time spent on this project was likely around 7 hours—this might seem like a lot of time, but is considerably less than some advanced techniques and still gives you a model that will look great on any battlefield.



STAGE 6A



STAGE 6B

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