

## Working with Resin Miniatures

This guide will run you through the basic techniques and methods required to prepare, clean up and assemble resin miniatures. If you have any queries or problems, don't hesitate to contact your local Customer Services team.

### Tools

#### Required Citadel Products:

1. Citadel Knife
2. Citadel Fine Detail Cutters
3. Citadel File Set
4. Citadel Mouldline Remover
5. Super Glue - Thick
6. Green Stuff
7. Liquid Green Stuff

All of these items are available from your local Games Workshop store.

#### Other Recommended Products:

1. Modelling Saw - Available online or from any reputable hobby store.
2. Hair Dryer

**Please note:** When using tools please make sure you read and follow the manufacturer's guidelines and use them with care, as these tools can be dangerous if improperly handled.

### Preparation

Firstly, please check all the components are in the box. We are more than happy to supply replacement components, just contact us with your order number or email address.

#### Washing

You may find that the components have a slight glossy sheen to them. This is caused by the release agent that our Production team use to remove the parts from the moulds.

You will need some warm tap water and a mild abrasive cleaner, such as washing-up liquid, don't use any bleach. Simply place the parts into the soapy water and leave them to soak for 5-10 minutes, then thoroughly scrub each part with an old toothbrush.

When finished dry each component.

#### Mould Lines

Resin components are produced from silicone moulds that usually have a split line. Consequently there will often be a slight line on the model that shows where the mould joins together. These are usually very fine, but nevertheless they will need removing so that they don't show up after painting.

Mould lines can be easily removed with a Citadel Knife, Citadel File or Citadel Mouldline Remover by carefully scraping or filing away the line. This shouldn't take too long and makes a big difference to the finished model.

### Gates and Vents

The gate or vent is the area where the resin is poured into the mould. With smaller components Citadel Fine Detail Cutters and a Citadel File will be fine. Remove the gate at a point above where it joins the component using your Citadel Fine Detail Cutters. Don't snip it off right next to the actual component in case it breaks. After clipping most of it away use a Citadel File to remove the last of the gate or vent. Larger gates and vents should be removed with a modelling saw. Again, after the gate or vent has been removed, use a Citadel File to ensure a smooth finish to your model.

### Flash

This is a thin membrane of excess resin that can be trimmed away very easily using a Citadel Knife.

### Warping

On rare occasions some components may warp during the casting process. To get it back to the right shape you should heat the component up. Using a hair dryer is a simple way to do this. Once the component is sufficiently heated, it will be noticeably pliable. Gently bend the component to the correct position and hold until cooled.

To get a larger warped piece back into its correct shape immerse the component in recently boiled water. Take extra care not to scald yourself while working with very hot water and use kitchen tongs or something similar to remove pieces from the water.

You should leave the part in the water for 10 minutes, then carefully remove it. If the part feels soft and pliable, gently bend it to the correct position and hold until cooled. If not, return it to the water for a few more minutes.

With large components it is best to do this in stages. Bend it a little, allow it to settle and repeat until it is in the correct position. Larger pieces may also require longer immersion to become soft and pliable.

### Assembly

Once the components have been washed, dried and all excess resin removed, the model is ready for assembly.

Before gluing the components together it is a good idea to dry fit them. A dry fit means test-fitting the components together without any glue, and this is a useful way to see any potential problems such as uneven joins and slight gaps between the various components. If there is an uneven join use a Citadel File to fix it before gluing.

If there are any gaps after assembly use Green Stuff or Liquid Green Stuff to fill them.

### Undercoating

We recommend undercoating your miniature with Citadel Spray before painting.

It's then simply a case of choosing your colour scheme and painting your miniature.