

PAINTING BRITISH FORCES

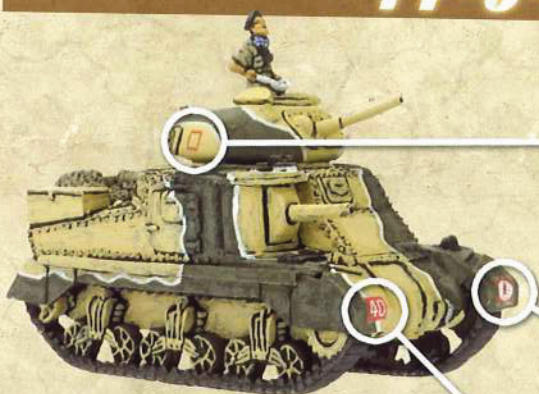
	Vallejo Acrylic	Games Workshop
Desert Vehicles		
Light Stone	Dark Sand (847)	Desert Yellow
Camouflage*		
Dark Green	Bronze Green (897)	Catachan Green
Olive Drab	Brown Violet (887)	Catachan Green
Tunisia Vehicles		
Service Colour	Khaki Grey (880)	Graveyard Earth
Camouflage*		
Very Dark Brown	Germ. Camo Med Brown (826)	Dark Flesh
Sicily & Italy Vehicles		
Light Mud	Khaki (988)	Kommando Khaki
Camouflage*		
Black	Black (950)	Chaos Black
Faded Black	German Grey (995)	Codex Grey
Desert Infantry		
Uniform	Iraqi Sand (916)	Kommando Khaki
Socks	Khaki (988)	Graveyard Earth
Helmets, Vickers MG's, mortars	Dark Sand (847)	Desert Yellow
Tunisia, Sicily, & Italy Infantry		
Trousers	English Uniform (921)	Graveyard Earth
Shirts	Khaki (988)	Kommando Khaki
Helmets, Vickers MG's, mortars	Khaki Grey (880)	Graveyard Earth
or	Khaki (988)	Kommando Khaki
Common		
Webbing	Stone Grey (884)	Rotting Flesh
Boots	Black (950)	Chaos Black
Faces and hands	Flat Flesh (955)	Dwarf Flesh
Rifle butt	Beige Brown (875)	Scorched Brown
Vehicle tracks and gun barrels	Gunmetal Grey (863)	Boltgun Metal

* Any of the camouflage colours given can be used in the desert.

Paint your British infantry and vehicles following the guide for Afrikakorps, substituting the colours in the above lists.



Applying Markings



EXPERT TIP

You may notice that the clear area around the edge of decals is sometimes visible. This is called 'silvering' and occurs because air is trapped under the decal. You can avoid this by painting the area where the decal will sit with gloss varnish or future floor polish and allowing it to dry. Apply the decals using Micro Sol to mould the decal on to the models shape. When the decal is dry, paint with matt varnish to remove the gloss.



Step 1: First cut out the decals you need for your tank. Then put the decal you're planning to add to your tank into warm water. After about 20 seconds the decal will start to slide away from the backing paper.

Step 2: Use your brush to separate the decal from the paper. Then use the brush to pick the decal from the water, make sure the decal is face up on the brush. Sometimes the decal will try and wrap around the brush, it can be flattened by brushing it along a flat surface

Step 3: Use the brush to float the decal onto the tank surface. Once the decal is floating in a small pool of water the brush can be slid out from under it. While the decal is floating use the brush to adjust its position by sliding it around.

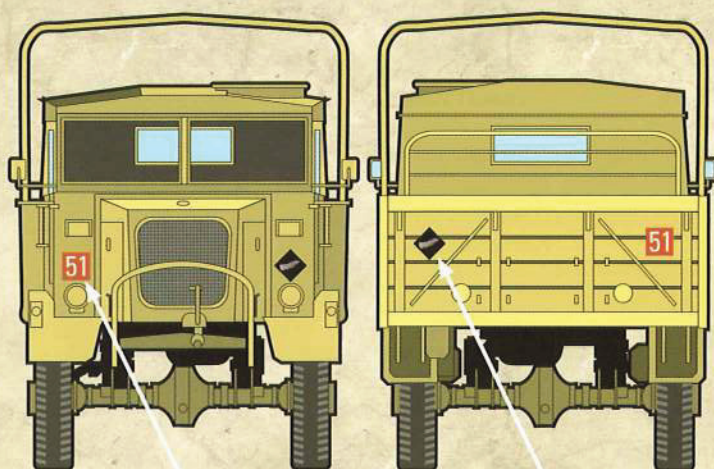
Step 4: Once in position, dry the brush on a paper towel or similar, then use it to soak up the excess water on and around the decal. The decal can be flattened out during this process as well. Leave to dry.

INFANTRY DIVISION MARKINGS

British vehicles generally carried few markings. The most obvious of those were the divisional symbol and the battalion code number. These were carried on the front and rear of the vehicle with the battalion code on the driver's side (that's the right-hand side in Britain) and the divisional code on the other side.

Other markings carried would be a registration number carried on the bonnet or door and (less common in the desert) a bridging number giving the weight of the vehicle. Transport vehicles were rarely camouflaged, giving them a spartan appearance.

The truck shown below belongs to the 27th Machine-gun Battalion (51 on red on the driver's side) of the 2nd New Zealand Division (silver fern on a black diamond on the left-hand side).



Battalion marking

Divisional marking

INFANTRY DIVISIONS

Every infantry division had its own symbol painted on its vehicles to identify them. Although some were simply geometric symbols, many had a connection to the origin of the division. Some like the HD of the Highland Division are obvious. Others like Dick Whittington's cat for the London-based 56th Division are less so. One of the oddest is the choice of a platypus for the 9th Australian Division, chosen because the nine-penny stamp showed a platypus!

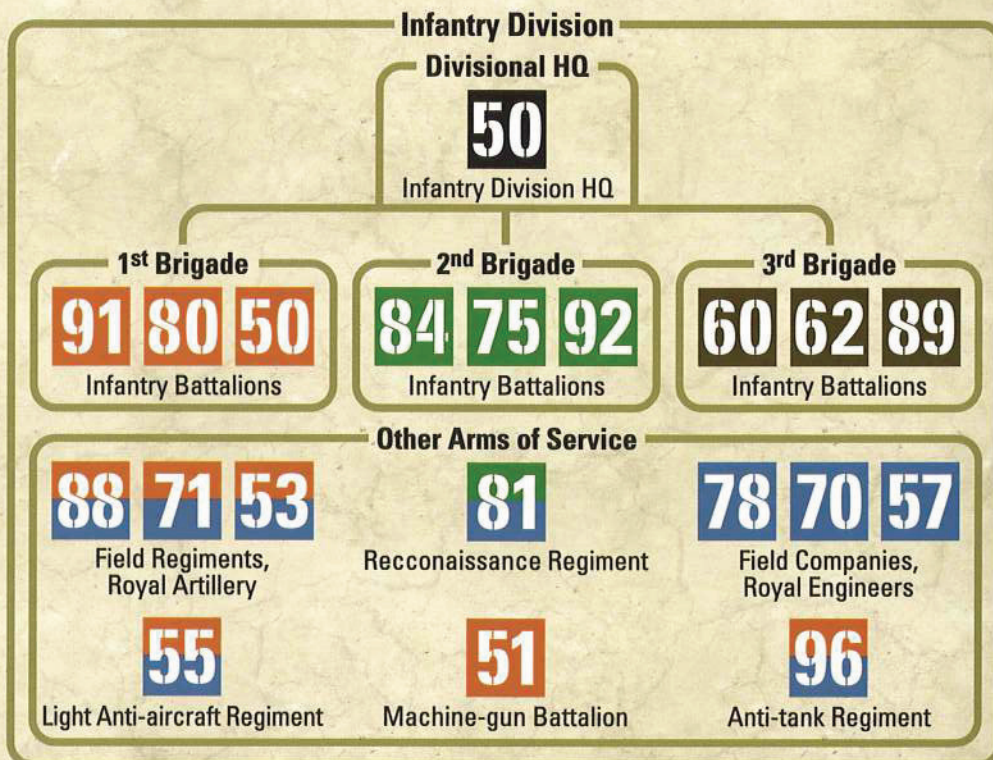


BATTALION CODE NUMBERS

The battalion code numbers were used to identify vehicles from each battalion during road marches. To make it easier for traffic controllers, they were painted on the driver's side (right-hand side in Britain) front and rear.

The colour of the background reflected the brigade or arm of service of the unit—red for the senior brigade, green for the second and brown for the junior, red over blue for artillery, green over blue for recce, and blue for the Royal Engineers.

The numbers were randomised to make it more difficult for enemy spies to decipher them and report which units are moving where.

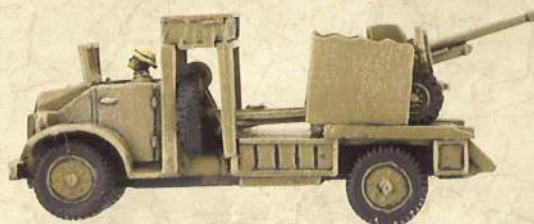


RECOGNISING BRITISH VEHICLES



CHURCHILL III

Although its design is reminiscent of the First World War, the Infantry Tank Mark IV, the Churchill III, is an outstanding vehicle. Its thick armour protects it from most anti-tank weapons in the heat of battle allowing it to support the infantry at all times.



6PDR PORTEE

The war in the desert is all about mobility. If anti-tank guns can't keep up with the speed of the battle, they are useless. That is why the 6 pounder anti-tank gun is mounted 'portee-style' on the back of a 3-ton truck enabling it to fight the mobile battle.



OERLIKON 20MM PORTEE

By mounting the Oerlikon 20mm anti-aircraft gun on a light truck chassis the War Office has finally provided the infantry with much-needed anti-aircraft protection from the marauding German Air Force.



INDIAN PATTERN CARRIER

Indian industry is not yet up to the task of providing the expanding Indian Army with tracked carriers. The Indian Pattern Wheeled Carrier replaces the Universal Carrier in their regiments.



HUMBER LRC III

Based on the Humber Snipe, the LRC gives the infantry an effective scout car at a time when industry is strained producing enough equipment for the armoured divisions.



HUMBER III

Sufficient Humber armoured cars are now on hand to allow issue to some infantry recon regiments as heavy cars to support the LRC's.



OTTER LRC I

The Otter is the Canadian version of the infantry's Light Recon Car (LRC) based on a Ford truck chassis.

RECOGNISING BRITISH CARRIERS



UNIVERSAL CARRIER

The Universal Carrier is the basic version of the carrier family. It is used as a scout carrier and as a troop carrier.



OP CARRIER

The OP Carrier is fitted for artillery observation post (OP) work. It is distinguished by a cable reel on the front and a ladder on the side.



MORTAR CARRIER

The Mortar Carrier holds plenty of ammunition for the 3" mortar, while the mortar itself is strapped on the rear plate.



MMG CARRIER

The MMG Carrier gives the Vickers medium machine-gun mobility on the battlefield. The gun sits on the engine cover when moving.

ARMoured DIVISION MARKINGS

Armoured Division Insignia



1st Armoured



6th Armoured



7th Armoured



10th Armoured

Each division had its own symbol which was painted on every vehicle. In most cases the symbol appeared on the front and rear sand guards on the left-hand side of the vehicle.

7th Armoured Division



Divisional HQ

Armoured Divisions

Senior Brigade



Brigade HQ



Armoured Regiments



Motor Battalion

Junior/Motor Brigade



Brigade HQ



Armoured Regiments



Motor Battalion

Other Arms of Service



Anti-tank Regiment,
Royal Artillery



Armoured Car Regiment



Field Squadrons,
Royal Engineers



Light Anti-aircraft Regiment



Royal Horse Artillery Regiments

Each battalion showed a unit sign on its right-hand sand guards. The colour of the sign indicates the type of unit (red for armour, red over blue for artillery etc.) and the white number identifies a particular battalion.

22nd Armoured Brigade - 7th Armoured Division (Desert Rats)

Brigade HQ



1RTR - Senior Regiment



Regimental HQ (4 tanks)



A Squadron
(16 tanks)



B Squadron
(16 tanks)



C Squadron
(16 tanks)

5RTR - 2nd Regiment



Regimental HQ (4 tanks)



A Squadron
(16 tanks)



B Squadron
(16 tanks)



C Squadron
(16 tanks)

4CLY - Junior Regiment



Regimental HQ (4 tanks)



A Squadron
(16 tanks)



B Squadron
(16 tanks)



C Squadron
(16 tanks)

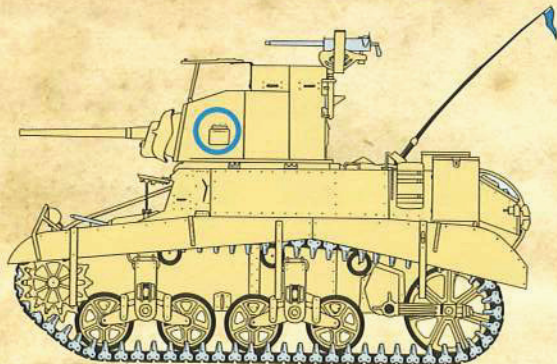
1RB - Motor Battalion



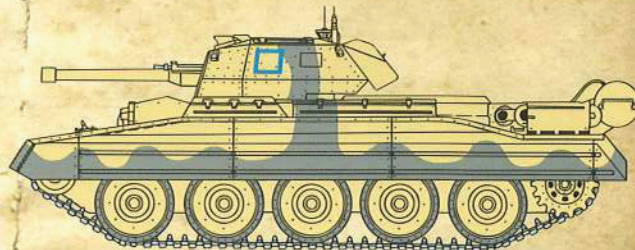
Tanks used geometric symbols painted on the turret sides to identify their position in the regiment and brigade. The colour of the symbol gave the regiment (senior red, second yellow and junior blue) while the shape gave the squadron. Some units (like the 16th/5th Lancers and 4CLY opposite) painted troop numbers inside the symbol.

TANK CAMOUFLAGE

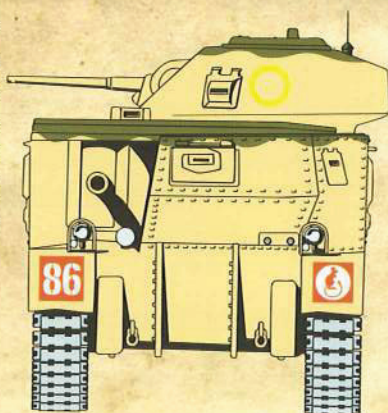
Many 'Honey' Stuart light tanks were painted all-over Light Stone with no camouflage, like this one of 5RTR.



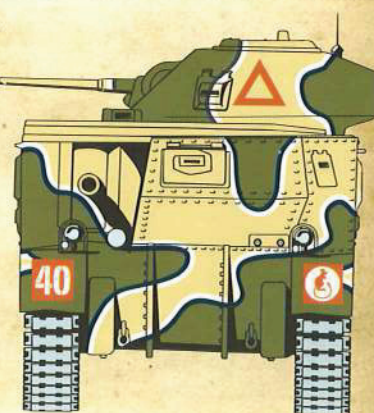
GHQ Middle East ordered all Crusader tanks painted to the standard pattern of Light Stone with Black camouflage (which quickly faded to Dark Grey in the harsh desert sun). Despite this, many other patterns were used by troops in the field.



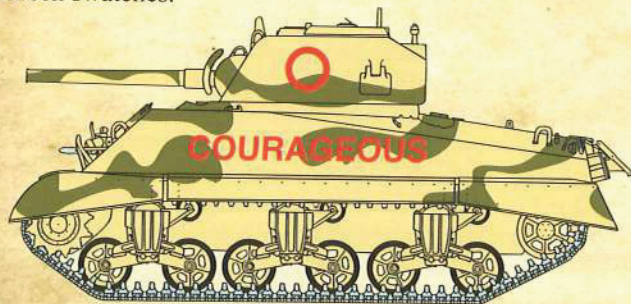
3RTR used an interesting scheme for its Grant tanks. The original US Olive Drab was over painted in Light Stone leaving the top surfaces in the original colour.



The Royal Gloucestershire Hussars used Dark Green, White and Black cement colouring to camouflage their Grant tanks when they couldn't get hold of the regulation paint!



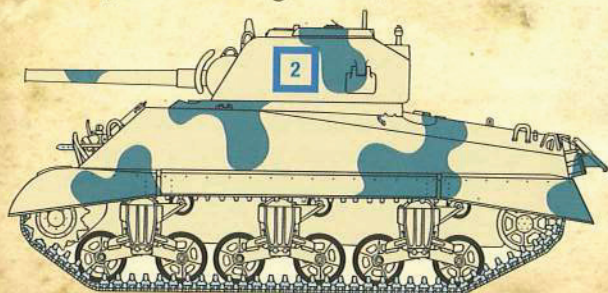
Courageous, a Sherman III tank from the 3rd Hussars shows a typical desert camouflage at the time of the Alamein battles. The Desert Pink tank is over painted with Dark Green swatches.



Sheik is a Sherman III tank of the Royal Scots Greys originally painted in the Alamein period has since had Black spots painted over the Desert Pink to make it more suitable for Italy.



Most tanks fighting in Sicily and Italy were painted Light Mud with Black blotches to better match the hilly terrain. The red-white-red flash on the side of Sheik was often used with this style of camouflage as well.



The Valentine and Crusader tanks of the 6th Armoured Division in Tunisia were painted in the UK-pattern camouflage of Service Colour with Very Dark Brown patches. The yellow triangle shows that this tank is from A squadron of the 16th/5th Lancers.

