

WORKING WITH RESIN



Hawk Wargames resin is highly robust, easy to work with and holds detail incredibly well. However, like all resin models some specific hobby skills may be required to get the most out of them. In general terms, Hawk Wargames resin follows most of the usual 'rules' for working with resin, and experienced modellers will find much of this article familiar. However, it may be slightly different to resins you may have worked with before (there are so many after all!), so I'd advise having a quick read before starting on your models.

1) Washing

Hawk Wargames resin **DOES NOT REQUIRE ANY FORM OF WASHING!** No need for the usual soapy water preparation!

2) Flash and Runner Removal

You won't find huge runners and risers on our parts, but due to the casting process, you will find small areas where the resin enters the part in the mould. Simply clip these off with clippers or small scissors. Hawk Wargames resin is robust and highly resistant to brittle fractures, so this is an easy operation.



Parts will occasionally show some 'flashing' (very thin areas of resin where the mould halves separate). This can usually be rubbed off with a fingernail or scraped off with a craft knife.

3) Filing

Once you've clipped off any runners and risers, you may want to file the area perfectly flat. Small needle files work best for this process. You shouldn't need to file away large chunks of resin, but be sure to do this in a well ventilated area - as with any fine substance, dust particles can be irritant.



3) Warping Correction

Occasionally, thin and/or long parts may arrive slightly warped or bent. This is very simple and easy to correct. Simply hold the part in hot water for 10 seconds, and gently bend it into the correct shape. Hold it there until it cools, when it will keep its new shape. Be sure to hold the part either by an area which is not immersed, or with pliers and be careful not to burn yourself!



4 Air Bubbles

The nature of the casting process will occasionally result in very small air bubbles being visible on the surface. These can be filled using a wide range of products:

Green Stuff - This is a two-part slightly sticky material which can be mixed, manipulated and then left to cure. This works well due to its stickiness, but is sometimes tricky to work with.

Milliput - Similar to green stuff, this brand of filler is less sticky and comes in paler colours (I'd suggest the fine white variety). This may present less of an issue when painting and it won't stand out.

Acrylic fillers - These have appeared in the last few years and can be handy since they require no mixing and can be taken as required from a pot (most model painting brands carry a filler-type product).

5) Assembly

Resin models are best assembled using super glue (follow the manufacturer's guidelines when using this!). Please note that **PLASTIC GLUE DOES NOT WORK ON RESIN!**

One thing to note, is that this resin bonds extremely well with super glue - better than any resin I've ever come across! While this is great once assembled (you won't find many parts braking off during games!), it does mean that you'll need to be careful to assemble your models correctly as parts can be very hard to break apart once bonded. Use the hundreds of images in the rulebook and on this site as a guide to assembly if you're unsure.



If you'd like turrets to be movable, we'd advise using a small blob of Blu-Tack to hold them in place (although the rules do not require movable turrets)

6) When the attach Hawk Widgets

Hawk Widgets are the small injection moulded parts which allow the easy and solid attachment and removal of flying bases from aerial models. This part can be glued to the resin flying base hole using super glue. This can be attached at two times in the assembly process:

Before painting - It's always best to glue parts together without paint on any surfaces to be bonded, since it creates weakness in the join. If doing this, it's best to use Maskol or masking tape to cover the Hawk Widget during painting to keep it clear.

After painting - To avoid getting paint on the Widget, it's sometimes easier to attach it at the end of the painting process. However, since this is a mechanical join which may be under some stress during games, it's best to scrape any paint from the resin in the area to be joined.



7) Paint Preparation

While Hawk Wargames resin does not require washing, we'd **STRONGLY RECCOMEND A LIGHT COAT OF PROPPER PRIMER** before painting. We use Tamiya Fine White Surface Primer, since it preserves fine detail particularly well. This will ensure good paint adherence to the resin. Please note that unless stated, ordinary acrylic or enamel sprays are **NOT** primers, and may not adhere as well. We'd advise testing a piece of spare sprue to ensure that your chosen painting method will be adequate.



we hope you enjoy building and painting our kits - happy modelling!

- David J Lewis,
Director,
Hawk Wargames

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