

THE ARMY PAINTER



Daqan Army Painting Guide



With a miniatures tabletop battle game like **RUNEWARS MINIATURES GAME**, you take on the role as commanding general, maneuvering armies of fierce fantasy soldiers, monsters, and heroes on a scenic battlefield. The drama and excitement of the battle unfolds in front of you, the dynamic action dictated by you and your opponent. And as thrilling as the push and pull of the actual battle can be, even with the unpainted snap-fit miniatures, the ultimate gaming experience comes when two beautifully painted armies clash on the tabletop battlefield.

Painting miniatures is a fun and rewarding hobby, transforming grey plastic miniatures into something that is truly your own unique

battleforce. The painting hobby is enjoyed by thousands utilizing different painting techniques, from the basic paint scheme to gob-smacking masterpieces. In this Official Painting Guide, we will give you **THE ARMY PAINTER** take on painting your **RUNEWARS MINIATURES GAME** army.

This painting guide is all about getting a whole army finished with time to spare for gaming! This Daqan starter force straight out of the boxed game was painted over the course of a few days.



Painting a whole army

The fantastically detailed miniatures in the **RUNEWARS MINIATURES GAME** are simply begging to be painted. But how does one go about that? Most hobbyists can get one or two miniatures painted without a problem—but in **RUNEWARS MINIATURES GAME**, you play with a whole horde of painted soldiers. This painting challenge needs to be attacked in a particular manner...

With the pile of soldiers, monsters and mighty hero miniatures in the **RUNEWARS** game and expansions, you might want to speed up your painting, and **THE ARMY PAINTER TECHNIQUE** is the perfect way to get an amazing painting standard in little time. Let us take a look at the Daqan Lords' army of Spearmen, Oathsworn Cavalry, and the mighty Rune Golems led by Kari Wraithstalker taken through the different stages in a matter of hours and days, not weeks and months.

As we say at The Army Painter—Get more time for gaming!

In the second half of the guide, we'll look at special painting techniques and optional uniform schemes, taking the look of the painted army to the next level.

The Army Painter Technique: spray – paint – dip – done!

THE ARMY PAINTER TECHNIQUE consists of a few simple steps from start to finish, which is perfect for painting your miniatures in a reasonable amount of time. Equally, it presents some very simple steps for new or inexperienced miniatures painters to follow and get great results. Anyone can do this!

Step 0 Preparation: Before we start to paint, the miniatures need to be cleaned and assembled.

1. Spray

2. Paint

3. Dip

4. Done

Using this guide



The miniature painting hobby is as diverse as there are games and gamers. The internet offers an endless source of techniques and inspiration. This guide takes you through the process of painting not just one or two miniatures, but

the whole of your army. Each of the step-by-step sections of the tutorial offers full descriptions and photos. Sometimes a picture says a thousand words.

We also recommend you refer to our generic **GUIDE TO PAINTING ARMIES**—a 24 page guide full of details and techniques useful for both beginners and veterans alike.

- click for your free online copy



Step 1 Spray: With the unique **COLOUR PRIMER** sprays, you prime and basecoat your miniatures in one go, saving precious painting time as half the model ends up already painted.

Step 2 Paint: The miniatures are painted with **WARPAINTS** in flat colours, no shading or highlighting. In the dominant areas of the miniature, leave the spray showing as it is.

Step 3 Quickshade Dip: This step is where the magic happens. **THE ARMY PAINTER QUICKSHADE** is a specially formulated polyurethane pigmented varnish designed to shade wargames miniatures in an instant.

Step 4 Done: We finish the base off and the miniature is ready for gaming!

Products Used

Here are all the products you will need to paint all the Daqan Lords miniatures of **RUNEWARS MINIATURES GAME**.

Prep, Brushes and Basing

- ☐ Hobby Knife
- ☐ Hobby Pliers
- ☐ Super Glue
- ☐ Insane Detail Brush
- ☐ Character Brush
- ☐ Small Dry Brush
- ☐ Regiment Brush
- ☐ Brown Battlefield Flock
- ☐ Battlefield Rocks
- ☐ Swamp Tuft
- ☐ Highland Tuft
- ☐ Basing (PVA) Glue
- ☐ Super Glue

Colour Primer, Warpaints and Quickshade Varnish

- | | |
|---|---|
| <input type="checkbox"/>  Ultramarine Blue | <input type="checkbox"/>  Ultramarine Blue |
| <input type="checkbox"/>  Uniform Grey | <input type="checkbox"/>  Uniform Grey |
| <input type="checkbox"/>  Desert Yellow | <input type="checkbox"/>  Desert Yellow |
| <input type="checkbox"/>  Anti-Shine Matt Varnish | <input type="checkbox"/>  Dragon Red |
| <input type="checkbox"/>  Quickshade Dark Tone | <input type="checkbox"/>  Skeleton Bone |
| <input type="checkbox"/>  Platemail Metal | <input type="checkbox"/>  Oak Brown |
| <input type="checkbox"/>  Greedy Gold | <input type="checkbox"/>  Toxic Mist |
| <input type="checkbox"/>  Matt White | <input type="checkbox"/>  Werewolf Fur |
| | <input type="checkbox"/>  Leather Brown |
| | <input type="checkbox"/>  Barbarian Flesh |



Step o: Preparation



Before we start to paint our miniatures, it's important to give them a wash in some lukewarm soapy water to remove any oily residue of the release agent used in the casting process. If not, you might find the paint rubbing off on the surface of the miniatures when starting to paint. Give the minis a good scrub and leave them to dry.

For a tidier looking army, you'll want to remove the mold-lines from each miniature as your next step. Mold-lines are fine lines of excess plastic left over from the casting where the two halves of the mold meet. Use a sharp **HOBBY KNIFE** and trim away the plastic lines, being careful not to cut yourself in the process. Remember, a new sharp blade is safer to use than an old blunt one.

Even though all the **RUNEWARS MINIATURES** comes with a snap-fit joint, we recommend you glue your miniatures using **SUPERGLUE**. Set up an assembly line and glue the whole lot. Note: The semi-soft plastic used for **RUNEWARS MINIATURES GAME** will not respond to certain types of "plastic glue," therefore we recommend you use an all-purpose **SUPERGLUE**.

Straighten bent weapons



A Some of the flimsier parts of the miniatures—like the spears from the soldiers—might come slightly bent and warped. To straighten them, first take some hot boiling water in a small cup or container, being careful not to scald yourself.



B Carefully dip the spear into the hot water and hold it for about 5-10 seconds. You'll see the plastic quickly turn soft and pliable.



C While the plastic is workable, quickly straighten the bent part and hold it in the correct position. Over the next 20-30 seconds, the plastic will cool down and harden—now in the right shape.



D Move on to do all the bent plastic parts in one go. Dry the wet parts before moving on to assembling your miniatures with **SUPERGLUE**.

Step 1: Colour Primer spray

Before you start to paint, you need to prime your miniatures to have the perfect canvas for your acrylic paint to stick. Nobody wants to play against an unpainted army, and by using **COLOUR PRIMER** sprays in conjunction with the **QUICKSHADE** dip, getting your army fully painted has never been easier. For your most dominant colour, choose between a wide range of **COLOUR PRIMER** sprays.



The Daqan Spearsmen come almost interely clad in the characteristic blue/gold armour, so using **COLOUR PRIMER: ULTRAMARINE BLUE** as our primer was an easy choice. In the second part of the guide, we look at using other **COLOUR PRIMERS** and different uniform alternatives.

COLOUR PRIMER sprays from **THE ARMY PAINTER** are a unique combination of both primer and acrylic colour, so you don't need to prime your models first and then use a second colour spray. **COLOUR PRIMERS** combine the two and you need only to give your models one coat!



Ultramarine Blue
CP3022

Using Colour Primer sprays saves you a ton of painting time as most of the miniature is already basecoated, giving you more time for gaming!



ALWAYS follow the instructions on the can carefully.

Because our sprays are a combination of traditional primer and highly pigmented quality acrylic paint, the spray is very different to use than other primers—we recommend you always test on an old model before spraying, following the instructions on the can carefully!

When using Colour Primer sprays, try to pick the dominant colour of the miniature.

*For instance, on the Rune Golem, almost the entire model is grey stone, so it makes more sense to spray the rock monster with **COLOUR PRIMER: UNIFORM GREY***

Uniform Grey
CP3010



How to use Colour Primers

Always try it out on a test model or piece of old sprue first.

Shake the can for a minimum of 1½ minutes, as the pigment is heavy and needs to blend.

Keep it close. The maximum distance you should use a Colour Primer from is about 20 centimeters or 8 inches.

Move the can. For best results, use long, even bursts while constantly moving the can across the model.

Clean nozzle. After each ended spray session, hold the can upside down and spray until only gas comes out.



Step 2: Paint

With the spray fully dry, it is time for regular painting using the acrylic **WARPAINTS** colours.

At this stage, the aim is very simply to paint in the missing parts in simple flat layers. The trick is not to get paint onto the areas where you want the spray to do the work—in this case the blue armour. However, should the inevitable mistake happen, simply touch up using the **WARPAINT ULTRAMARINE BLUE** of the same name. **WARPAINT ULTRAMARINE BLUE** is a 100% match of the **COLOUR PRIMER ULTRAMARINE BLUE**.

Don't think about advanced techniques like ink washes, highlighting, or anything else at this stage; just paint in your basecoats as neatly as you can.

At the next stage, we're going to shade and darken the whole of the model using **QUICKSHADE**, so try to use bright and vibrant base colours. The end result will be a lot darker, and you'll get the best **QUICKSHADE** results off a bright basecoat.

Notice how we work on all the models in one go, setting up an efficient production line, one regiment at a time. For instance, paint **WP GREEDY GOLD** on the armour on all the Spearmen before moving on to the **WP MATT WHITE** cloth.

Ultramarine Blue
CP3022

Barbarian Flesh
WP1126

Plate Mail Metal
WP1130

Greedy Gold
WP1132

Leather Brown
WP1123

Matt White
WP1102

Use the right brush for the right job

A common mistake for gamers struggling to get their armies finished painted is the wrong choice of brushes—many gamers use far too small a brush. **THE ARMY PAINTER** range of triangular-handled **WARGAMING BRUSHES** are aptly named after the purpose, making it obvious which brush to use. For instance, use the semi-large **REGIMENT BRUSH** at this basecoating stage—don't get bogged down with a **DETAIL BRUSH** or it'll take forever to paint your army.

100% match between Colour primer and Warpaint—perfect for touch-ups!



Shields - the focus point of your Daqan Army!

Ranks upon ranks of Spearmen march towards the enemy clad in hard plate armour and large shields. On the battlefield, these iconic shields will be a most imposing feature your opponents see, so it is worth spending a little time getting it right.

With the *freehand method*, only your imagination and the steadiness of your painting hand sets the limit. If you are a novice painter, stick to a simple design or alternatively leave the shield bare.

For the Daqan Lords' crown sigil, we started off on the **COLOUR PRIMER ULTRAMARINE BLUE** base.

Next we painted the simple outline of the crown design in **WP MATT WHITE** using the fine **INSANE DETAIL BRUSH**.

Then we carefully painted the crown sigil in slightly thinned down **WP MATT WHITE** keeping the point of the brush neat by rinsing the brush frequently. Any mistakes can be touched up using **WP ULTRAMARINE BLUE** matching the Colour Primer 100%.

Lastly we added battle damage to the crown using the blue paint.

Alternatively you can decorate your shields using *waterslide transfers*. Transfers are printed small stickers designed for miniatures and model kits. Transfers are available in a myriad of designs and you benefit from not having to paint on the same elaborate symbols on all your shields.

Soak the waterslide transfer in water for 30 seconds and slide it onto the shield. In the next stage, the **QUICKSHADE** dip will seal the transfer in place.



Doing Transfers

Waterslide transfers can be a real timesaver that allows the not-so-skilled painter to have fantastic shield designs throughout the army.

The gloss shine around the transfer will be sealed by the quickshade in the next stage for a seamless blend.



Step 3: Quickshade Dip

Time to add shading to your miniatures to create an amplified 3D effect, and make the army stand out on the tabletop.

THE ARMY PAINTER QUICKSHADE is a revolutionary pigmented varnish, specifically designed for models and detailed miniatures. It creates stunning and realistic shading effects that make it possible to paint an army of miniatures in a very short time. If you like to get your army painted and on to the battlefield fast and looking good, **QUICKSHADE** is your most essential tool.

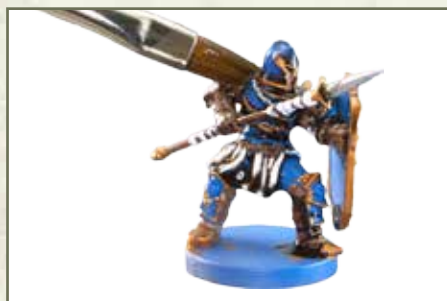
We brushed on the **QUICKSHADE** using an old brush; we call this technique “splash-on.” Optionally, you can use the superfast “dipping” method (see more in the **GUIDE TO PAINTING ARMIES**). Either way, the **QUICKSHADE** flows into the crevasses of the model and adds a deep shading, while simultaneously protecting the miniature with a strong varnish.

The aim is to drown the model with **QUICKSHADE** then remove the excess pools by using an old brush. Try to leave plenty of **QUICKSHADE** on the miniature, just as long as it doesn’t gather in unwanted pools.

Leave the miniatures to dry and harden for 24-48 hours, preferably outside in a shed or in your garage because of the vapors from the strong varnish.



The crown sigil on the shield gets a weathered battlefield-look.



Splash-on the Quickshade—you’ll want plenty of Quickshade on the miniature.



Leave the Quickshade to set for about a minute.



Next, remove excess pools of Quickshade with a small old brush—here we have a big pool at the bottom of the shield.



Three tones of Quickshade

There are three different **QUICKSHADE** tones—for the these Spearmen, we chose the **DARK TONE**. In the second half of this guide you’ll see alternative uniform guides using both the **SOFT** and the **STRONG TONE**.



“Anti-Shine” Matt Varnish

Once the QUICKSHADE has dried and hardened for 24-48 hours, you can remove the gloss shine with a few very thin coats of “ANTI-SHINE” MATT VARNISH spray. The objective is only to remove the shine, so just give your models a very thin coat or two.

Gloss



Matt

How to use “Anti-Shine” Matt Varnish

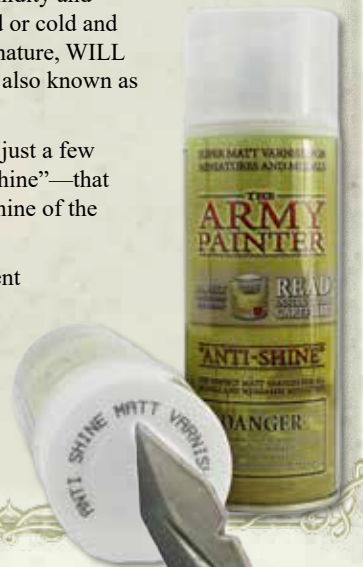
Any matt spray varnish—including “ANTI-SHINE”—is very sensitive to cold and wet weather conditions; make sure you follow the guidelines on the can.

ALWAYS test on 1 spare model first!

Room temperature. Avoid humidity and extreme temperature (too humid or cold and a matt varnish, in its very nature, WILL make a milky white layer also known as “frosting”).

Thin coats. Give your models just a few very, very thin coats of “Anti-Shine”—that is enough to remove the gloss shine of the Quickshade.

Keep your distance. The solvent in the “Anti-Shine” is very strong; spray from a distance of at least 30 cm or 12 inches (or even further away) to allow the solvent to evaporate on the way in.



The Quickshade varnish protects the Rune Golem on the tabletop, so it was given just two ultra-thin layers of “Anti-Shine” to remove the gloss shine.



Step 4: Base, and you're done!

Applying basing to your army is very important, as it binds the miniatures together as a coherent force with the same character and theme. This is often the last stage in your journey to a finished army and is a very rewarding step.

The Spearmen bases are faster to do than what you might think at a first glance. As with most of the products in **THE ARMY PAINTER** range, the basing material has been designed with speed and efficiency in mind—the aim always being to get your army finished and onto the gaming table.

We started off by painting the bases with **WP OAK BROWN**. Next, we painted on a layer of **PVA BATTLEFIELDS BASING GLUE** using a worn brush and added **BROWN BATTLEGROUND** and **BATTLEFIELDS ROCKS** to the base.



Do your movement trays at the same time

When you're doing the bases of your army, don't forget the clip-together movement trays. These are done in the same way—again take extra care not to get flock onto the sides or in each round hole; you need to leave this clear for the miniatures.



In **RUNEWARS MINIATURES GAME**, all models move in the clip-together trays—make sure you don't glue the gravel onto the side of the base as this will spell trouble when you're trying to fit your miniatures on the movement trays or your movement trays together.

The neat thing about **BROWN BATTLEGROUND** and **BATTLEFIELDS ROCKS** are that they come pre-coloured, so once the glue has dried after about 60 minutes, you can move straight to the drybrush stage using first **WP DESERT YELLOW** and then **WP SKELETON BONE**. Finish off the bases by super gluing in some **BATTLEFIELDS XP: TUFTS**. We used a mix of **SWAMP TUFTS** and **HIGHLAND TUFTS**.

Theming your bases is as important as the uniform colours. Have a look over the next pages and notice how the overall look of your army is affected by your choice of basing; using lots of green flock and tufts for your forest bases or **SNOW FLOCK** and **FROZEN TUFTS** for your winter themed bases.



This Spearman was made ready for gaming in less than 10 minutes (excluding drying time, of course).



**How do you want to play?
Live and Play in Colour**



Oathsworn Cavalry

Daqan generals have the luxury of fielding regiments of fast Oathsworn Cavalry knights with a thunderous charge. Keeping in line with the rest of our battleforce, we have painted the horsemen

to a good gaming standard following the same basic 4 steps of **THE ARMY PAINTER TECHNIQUE**: Spray – Paint – Quickshade – Done.



Step 1: Spray with Colour Primer Ultramarine Blue

Just like the Spearmen, the dominant colour of the Oathsworn Cavalry is **COLOUR PRIMER: ULTRAMARINE BLUE** and already half the model is basecoated before we even pick up the brush!



Step 2: Paint with Warpaints

This Knight was basecoated following the same colour scheme as the Spearmen foot troops—however all the cloth was painted with **WP DRAGON RED**. The horses were all painted using different brown, grey, and black paint. This horse was painted **WP WEREWOLF FUR**, legs and tail with **WP MATT BLACK**, and a couple of **WP MATT WHITE** socks. All was painted using either the large **MONSTER BRUSH** or the semi-large **REGIMENT BRUSH**.



Step 3: Splash-On Quickshade

Using an old brush, the basecoated Cavalry was covered in **QUICKSHADE DARK TONE**. The **QUICKSHADE** was left to set for 60 seconds and then excess pools were removed using the same brush. The aim is to leave enough **QUICKSHADE** on the model to add the deep shading, but not so much that it starts to run or dry in pools.



Step 4 “Anti-Shine” Matt Varnish

The last stage was done following exactly the same guidelines as with the Spearmen troops. After the **QUICKSHADE** has dried for 24-48 hours, a few thin coats of “**ANTI-SHINE**” removes the gloss effect and the Oathsworn is ready for basing.

Painting horses

In order to make a horse look like a horse, you've got to paint it like one!



DARKER

Use the internet for inspiration and photos of real horses. One particular feature is the darker lower legs and darker tail and mane. On the step-by-step example on the previous page, we used **WP WEREWOLF FUR** as the main colour, then painted both lower legs and tail in **WP MATT BLACK**.

The same pattern was repeated on both the **WP MATT WHITE** horse, with legs and tail of **WP FILTHY CAPE**. And on the **WP UNIFORM GREY** horse with tail and legs with the darker **WP NECROMANCER CLOAK**.

Matt White
WP1102



Uniform Grey
WP1118



Rune Golem

Along with Kari Wraithstalker, the steadfast Rune Golem is the centerpiece of the army. Keeping in line with the rest of our battleforce, we have painted the monster to a good gaming

standard following the same basic 4 steps of **THE ARMY PAINTER TECHNIQUE**: Spray – Paint – Quickshade – Base. However, at a later stage, it might be worth going back to add highlights or extra details.

Step 1: Spray with Colour Primer Uniform Grey

The dominant colour of the Golem is not armour, but the colour of the stone. Therefore, we started the paint job with a different **COLOUR PRIMER SPRAY: UNIFORM GREY**. Instantly three quarters of the model is basecoated before we even pick up the brush!



Uniform Grey
CP3010

Step 2: Paint with Warpaints

To link the Rune Golem with the Spearmen, we have painted the armour and cloth using the same limited colour palette of blue, gold, and white. The armour was painted **WP GREEDY GOLD** and **WP ULTRAMARINE BLUE**, while the cloth parts were painted **WP MATT WHITE** and **WP ULTRAMARINE BLUE**. All was painted using the large **MONSTER BRUSH** and the semi-large **REGIMENT BRUSH**.



Step 3: Splash-On Quickshade

Using an old brush, the basecoated Rune Golem was covered in **QUICKSHADE DARK TONE**. The **QUICKSHADE** was left to set for 60 seconds and then excess pools were removed using the same brush.

Be careful and remove excess pools of Quickshade and then put the Rune Golem aside for 24-48 hours to dry.



Step 4 “Anti-Shine” Matt Varnish and details

A few thin coats of “**ANTI-SHINE**,” and the Rune Golem has a matt surface that allows for detail painting. We added the inner magical glow with some thin lines of **WP TOXIC MIST** before finishing the base off with **BATTLEFIELDS BASING** and **TUFTS**.

...and one more Rune Golem.

Let's be honest—we love the Rune Golem miniature! Also, having an extra rock hard stone monster in your army doesn't hurt.

This second Rune Golem as painted using a different Colour Primer while still tying in with the uniform colour scheme of the rest of the army. The armour plating is still **WP ULTRAMARINE BLUE** and **WP GREEDY GOLD**, but we used the same **WP DRAGON RED** on the cloth that was used on the capes of

the Oathsworn Cavalry, linking the Rune Golem to the Cavalry as a support regiment.

Using **THE ARMY PAINTER TECHNIQUE** this Rune Golem was painted in less than half an hour!



Step 1: Spray with Colour Primer Desert Yellow

The Rune Golem was sprayed with **COLOUR PRIMER: DESERT YELLOW**, *not* **COLOUR PRIMER: UNIFORM GREY**. We wanted a different feel to the stone.



Step 2: Paint with Warpaints

Painted using the same few Warpaints as the rest of the army: **WP GREEDY GOLD**, **WP ULTRAMARINE BLUE**, **WP DRAGON RED**, and **WP PLATE MAIL METAL**.



Step 3: Quickshade

Like on the rest of the army, we used **QUICKSHADE DARK TONE** using the "Splash-on" technique as described earlier in the guide.



Step 4 "Anti-Shine" Matt Varnish

As always, give your dried model a few thin coats with **"ANTI-SHINE" MATT VARNISH** spray, following the instructions on the can.



Army Finished.

Even with **THE ARMY PAINTER TECHNIQUE**, it can still be a daunting task to paint an army, but the results are well worth the effort. This Daqan Lords army stands as great example of what a few simple painting steps will look like as an end result.

Whatever rules system, Fantasy or Sci-Fi setting, size of the miniatures, etc., these four simple steps are the exact same to finishing any army.

Once you know what your few basic colours will be, it is quite easy to plan out the look of the rest of your army. Using the same limited colour palette will work well, and the overall feel will be a very coherent army that looks stunning on the battlefield.

With gaming experience, you will no doubt be adding reinforcements to your starting battleforce. Repeating the four steps over and over again will very quickly produce a large, fantastic-looking army to play even bigger games with.



Kari Wraithstalker

Kari Wraithstalker, hero of the Daqan, was painted following the same limited colour selection as the rest of the army, still using **THE ARMY PAINTER TECHNIQUE**.



Step 1: Spray with Colour Primer Matt White

Clad in white flowing robes, it made sense to start with **COLOUR PRIMER: MATT WHITE** instead of the blue spray! As always, follow the guidelines on the can to the letter.

Step 2: Paint with Warpaints

Careful not to get paint onto the white, the rest of the miniature was basecoated using the smaller **CHARACTER BRUSH** for more control. Befitting her status as commanding general, some fine lines and detail was painted on using **WP DRAGON RED**.

Step 3: Quickshade

Like the rest of the army, Kari Wraithstalker was shaded with **QUICKSHADE DARK TONE**. Alternatively, one could have used the black **QUICKSHADE STRONG TONE** that works excellently over white, but we chose to stick with **DARK TONE** to keep an overall uniformed feel of our army.

Step 4: "Anti-Shine" Matt Varnish and base

Again, following the same procedure as with the Spearmen troops, we finished the heroine with a few thin coats of "**ANTI-SHINE**" **MATT VARNISH** and finished off the base.

Hero Base

The hero base was sprayed with **COLOUR PRIMER: LEATHER BROWN**, but it could as have been painted using **WP LEATHER BROWN** and a large brush.

Next we glued in some **BATTLEFIELDS BROWN BATTLEGROUND** and drybrushed it with **WP DESERT YELLOW** and **WP SKELETON BONE** before adding **SWAMP** and **HIGHLIGHT TUFTS**.



Frostguard

THE ARMY PAINTER TECHNIQUES can be a canvas for further highlights that take the models to the next level—we call this

the *tournament* standard. Once the model has been “Anti-Shined,” you can add futher highlights.



Step 1: Spray with Colour Primer Plate Mail Metal

The Spearman was sprayed with **COLOUR PRIMER: PLATE MAIL METAL**, following the instructions on the can.



Step 2: Paint with Warpaints

We wanted our Spearman to be clad in cold and pale colours. **WP ELECTRIC BLUE**, **WP MATT WHITE**, **WP MONSTER BROWN**, and **WP BARBARIAN FLESH**. Any mistakes on the metal areas were corrected using **WP PLATE MAIL METAL**.



Step 3: Quickshade

For this miniature, we used **QUICKSHADE DARK TONE** using the “Splash-on” technique as described earlier in the guide.

Once dried, give the model a few thin coats with “**ANTI-SHINE**” **MATT VARNISH** spray, following the instructions on the can.



Step 4 highlights

After the matt, we highlighted each area with a brighter Warpaint: **WP ICE STORM**, **WP KOBOLD SKIN**, **WP MATT WHITE**, **WP ELVEN FLESH**, and **WP SHINING SILVER**.



Blue Shield

In the far north, the Frostguard of Frostgate are recognizable by their white lion sigil on an ice-blue field.

This freehand design was painted with **WP MATT WHITE** on shield.

Mistakes were touched up using **WP Electrical Blue**.

Finally lines of battle damage were painted on using the very thin “Psycho” Brush in **WP OAK BROWN** and **WP MATT WHITE**.

Optionally, we could have searched the internet for some lion sigil waterslide transfers—a sensible idea if you plan to have a large army and you still want to have time for a game or two.



The winter base was made using *Snow Flock* and *Winter Tuft*

Products used

<input type="checkbox"/>		Plate Mail Metal Primer	<input type="checkbox"/>		Quickshade Dark Tone
<input type="checkbox"/>		Matt White	<input type="checkbox"/>		“Anti-Shine” Matt Varnish
<input type="checkbox"/>		Barbarian Flesh	<input type="checkbox"/>		Ice Storm
<input type="checkbox"/>		Plate Mail Metal	<input type="checkbox"/>		Kobold Skin
<input type="checkbox"/>		Monster Brown	<input type="checkbox"/>		Elven Skin
<input type="checkbox"/>		Electric Blue	<input type="checkbox"/>		Shining Silver

Drybrushed Rune Golem

Another speed-painting technique that helps you get your army onto the gaming table fast is called *drybrushing*. The technique utilizes a light brush-over with a **LARGE DRYBRUSH** with almost no paint on

the brush. Slowly, you build up brighter colours on the raised areas of the Rune Golem, creating a unique effect.



Hydra
Turquoise
WP1141

Kraken
Skin
WP1435

Step 1: Spray with Colour Primer Matt Black

The rune Golem was sprayed with
COLOUR PRIMER: MATT BLACK.

Step 2: Drybrush with Warpaints

The first drybrush was done with **WP HYDRA TURQUOISE** using a **LARGE DRYBRUSH**, then a second drybrush with **WP KRAKEN SKIN** using the **SMALL DRYBRUSH** for more control.



Step 3: Rest of model

For this miniature, we painted the rest of the model using a mixture of the *drybrushing* and *layering* techniques.

Products used

- | | |
|---|---|
| <input type="checkbox"/>  Matt White Spray Primer | <input type="checkbox"/>  Monster Brown |
| <input type="checkbox"/>  Hydra Turquoise | <input type="checkbox"/> Black Battleground |
| <input type="checkbox"/>  Kraken Skin | <input type="checkbox"/> Battlefield Rocks |
| <input type="checkbox"/>  True Copper | <input type="checkbox"/> Swamp Tufts |
| | <input type="checkbox"/> Woodland Tufts. |

Colour Primer Leather Brown and Quickshade Soft Tone

Here we have used a different set-up while still following the **THE ARMY PAINTER TECHNIQUE**. Notice the very different end feel.



Step 1: Spray with Colour Primer Leather Brown

The Spearman was sprayed with **COLOR PRIMER: LEATHER BROWN**, a very good base colour on which to paint gold.



Step 2: Paint with Warpaints

The Armour was painted **WP Greedy Gold** and the rest of the model in **WP Skeleton Bone**. The shield design was done in **WP Dragon Red**.



Step 3: Quickshade

For this miniature, we used **QUICKSHADE SOFT TONE** using the “Splash-on” technique as described earlier in the guide.

The **QUICKSHADE SOFT TONE** gives a subtler shading and works very well on top of bright base colours.









Step 4 “Anti-Shine” Matt Varnish

As always, give your dried model a few thin coats with “**ANTI-SHINE**” **MATT VARNISH** spray following the instructions on the can.



Products used

- | | |
|---|---|
| <input type="checkbox"/>  Leather Brown Colour Primer | <input type="checkbox"/>  Quickshade Soft Tone |
| <input type="checkbox"/>  Skeleton Bone | <input type="checkbox"/>  “ Anti-Shine ” Matt Varnish |
| <input type="checkbox"/>  Dragon Red | <input type="checkbox"/> Brown Battleground, |
| <input type="checkbox"/>  Greedy Gold | <input type="checkbox"/> Moss Green Flock |
| | <input type="checkbox"/> Swamp Tufts |
| | <input type="checkbox"/> Woodland Tufts. |

By “switching” to **Colour Primer: Leather Brown** and **Quickshade Soft Tone**, we have created a completely different look—although the painting techniques remain just as fast.

Battlefields Basing: Theming your Army

The most important thing about basing is to keep all the bases and movement trays the same throughout the army. In this last stage of your army painting project, you have an opportunity to theme the overall feel of your army in the way you do your bases. Using the

different types of basing material and Tufts type available from **THE ARMY PAINTER**, the options are endless. Here is a little selection of bases for inspiration.



Plain theme

Base was painted with **WP OAK BROWN**. With a large brush like the **WARGAMING REGIMENT BRUSH**, we painted on some **BATTLEFIELDS BASING GLUE** and dipped the base into the tub of **BATTLEFIELDS**

BROWN BATTLEGROUND + ROCKS. Once the glue dried, we drybrushed with **WP DESERT YELLOW** followed by **WP SKELETON BONE**.



Winter theme

This base was painted with **WP MATT BLACK**. Then we did the base like normal using **BLACK BATTLEGROUND**, drybrushed with **WP ASH GREY** and **WP DESERT YELLOW**. We added **BATTLEFIELDS**

XP: WINTER and **FROZEN TUFTS** using **SUPERGLUE**. And finally we glued in some **SNOW FLOCK** using the **BATTLEFIELDS BASING GLUE**.



Woodland theme

This base was painted **WP LEATHER BROWN**. Paint the base with **BATTLEFIELDS BASING GLUE** then, while the glue is wet, sprinkle on

ROCKS, then **MOSS GREEN FLOCK**. Finally a few **BATTLEFIELDS XP WOODLAND TUFT** and **JUNGLE TUFTS** were added.



Swamp theme

This base was painted with **WP VENOM WYRM**. Then we painted on a pool of the **WP EFFECTS DISGUTING SLIME** in the center. Then we painted **PVA BATTLEFIELDS BASING GLUE** around the pool and

added **MOSS FLOCK**, before finishing with **BATTLEFIELDS XP: JUNGLE** and **WINTER TUFTS** using **SUPERGLUE**.

The World of The Army Painter

This Army Painting Guide is just the beginning—the RUNEWARS universe is vast and your hobby journey has just begun. As the range of miniatures grow, so will the ranks of **THE ARMY PAINTER** Daqan armies swell. On our website, you can see many more step-by-step galleries and read many more guides and articles.

THE ARMY PAINTER offers a full range of wargaming and painting accessories. All products are designed to take your army from the box to the gaming table in a reasonable amount of time.



The Army Painter Technique Rack

- To get hold of the Colour Primer sprays, Quickshade dips, and the range of Warpaints used in this guide, look out for The Army Painter Technique rack in your local game store.



Quickshade

*Colour
Primers*



On The Army Painter website, we have a range of convenient product bundle deals using the products described in this guide—making it easy to get started!



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