

THE ARMY PAINTER



Waiqar Army Painting Guide

With **RUNEWARS MINIATURES GAME**, you open the doors to the fantastic world of Terrinoth. On the fields of battle in the shadows of ancient ruins the Daqan soldiers—valiant defenders of the 12 baronies—do battle against the undead hordes of Waiqar the Undying—legions of Reanimates awoken from their restless sleep by evil necromancers. Guided by the flowing forces of powerful rune magic, you take the role of commanding general, maneuvering your armies with strategic cunning to strive toward a final triumph.

While you might very well want to play a few games using the unpainted snap-fit miniatures straight from the box, 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 Waiqar force straight out of the boxed game was painted over the course of a few evenings.



Painting a whole army

RUNEWARS MINIATURES GAME comes with a pile of incredibly detailed plastic miniatures, simply begging to be painted. However, for many gamers, finding the time to paint is the biggest challenge. In the end, you see a lot of half-finished painted armies accompanied by muttering excuses of, "Oh... I really need to get those finished up, but my dog ate my brush."

Painting miniatures is meant to be fun, not a cause for a guilty conscience in the struggle to finish your painted army of miniatures.

With the hordes of monsters and brave 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 Waiqar the Undying hordes of Reanimates, Archers, and Carrion Lancers led by Arduus Ix'Erebus taken through the different stages in a matter of hours and days, not weeks and months.

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, and equally 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.

Step 1 Spray: With the unique **COLOUR PRIMER** sprays, you prime



Using this guide



The miniature painting hobby is as diverse as there are games and gamers. The internet offers endless source to 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



and basecoat your miniatures in one go, saving precious painting time as half the model is 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 Waiqar the Undying 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"/>  Skeleton Bone | <input type="checkbox"/>  Greedy Gold |
| <input type="checkbox"/>  Barbarian Flesh | <input type="checkbox"/>  Oak Brown |
| <input type="checkbox"/>  Platemail Metal | <input type="checkbox"/>  Desert Yellow |
| <input type="checkbox"/>  Anti-Shine Matt Varnish | <input type="checkbox"/>  Filthy Cape |
| <input type="checkbox"/>  Skeleton Bone | <input type="checkbox"/>  Jungle Green |
| <input type="checkbox"/>  Platemail Metal | <input type="checkbox"/>  Matt White |
| <input type="checkbox"/>  Castle Grey | <input type="checkbox"/>  Quickshade Strong Tone |
| <input type="checkbox"/>  Leather Brown | |
| <input type="checkbox"/>  Wasteland Soil | |
| <input type="checkbox"/>  Hydra Turquoise | |



Step 0: 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 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 met. Use a sharp **HOBBY KNIFE** and trim away the plastic lines, being careful not to cut yourself in the process. Remember, that 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

Occasionally parts of the miniatures come curved and crooked, perhaps bent in transport. Fortunately straightening the plastic is easier than what one might guess. Take a small bowl and fill it with boiling water. Carefully dip in the bend part of the mini for 5-10 seconds and notice how the plastic turns all soft. While

the plastic is workable, quickly straighten the bend part and hold it still in the correct position. Over the next 20-30 seconds the plastic cools down and hardens—now in the right shape.



The group of Waiqar Reanimates have been prepared and assembled - now they are ready for some spray primer.

Step 1: Colour Primer spray

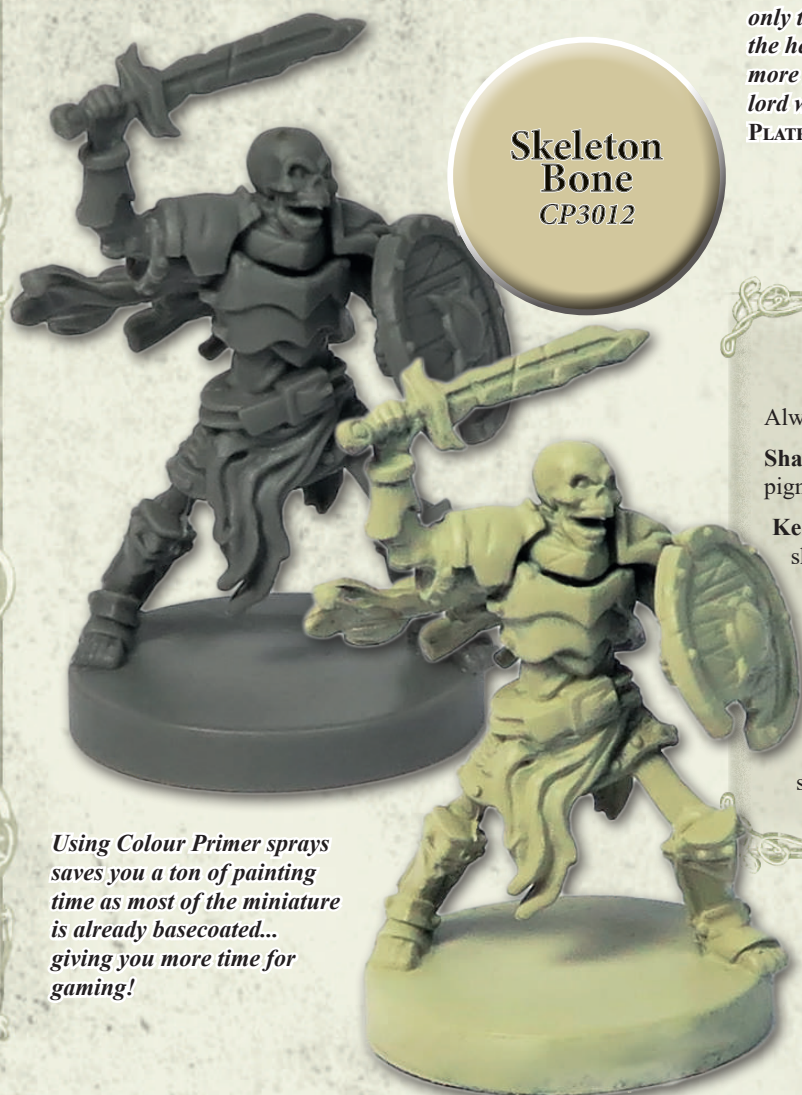
Before you start to paint, you need to prime your miniatures to have the perfect canvas for your acrylic paint to stick. Nobody wants to play against an unpainted army, and by using **COLOUR PRIMER** sprays in conjunction with the **QUICKSHADE** dip, getting your army fully painted has never been easier.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



The Waiqar Reanimates are armour-clad walking corpses, but the predominate colour is skull and bones, so using **COLOUR PRIMER: SKELETON BONE** as our primer was the obvious choice.

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!

Skeleton Bone
CP3012



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 and follow the instructions on the can carefully!

Platemail Metal
CP3008



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

*For instance, on Ardur Ix'Erebus only the face and the antlers on the helmet are bone, so it makes more sense to spray the undead lord with **COLOUR PRIMER: PLATE MAIL METAL**.*

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

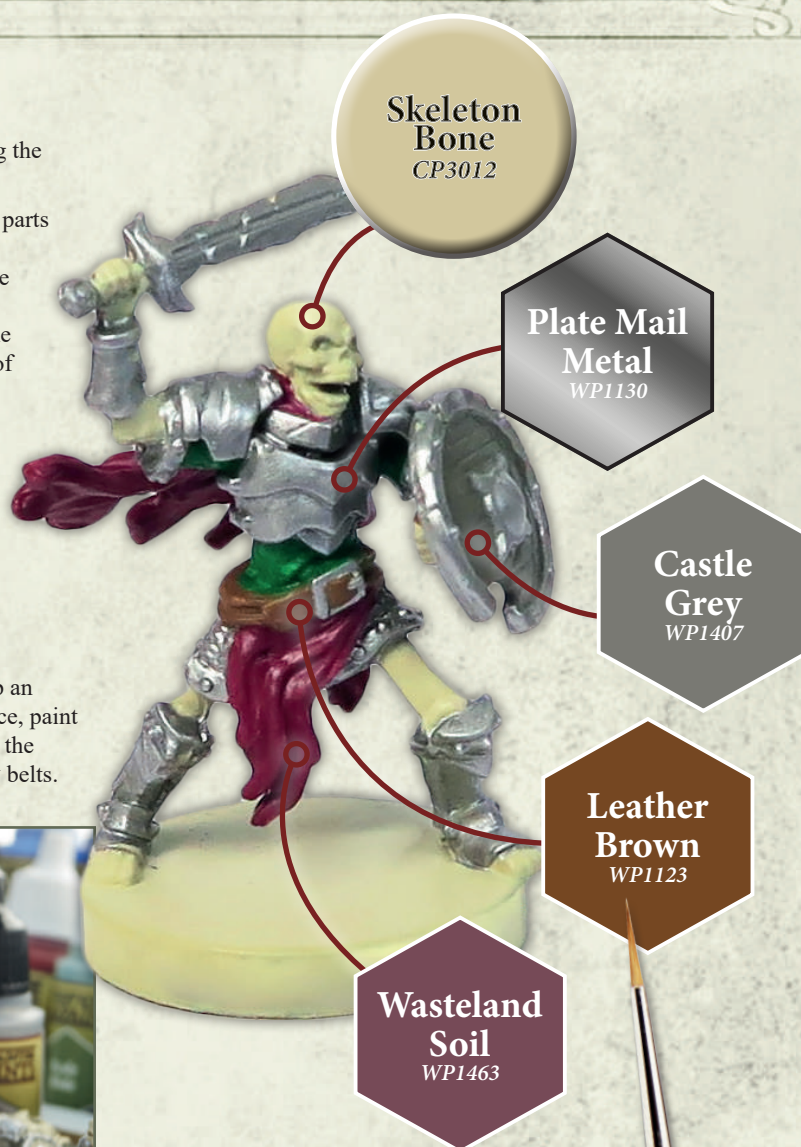
With the spray fully dry, it is time for regular painting using the acrylic **WARPAINTS** colours.

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 skull and bone areas. However, should the inevitable mistake happen, simply touch up using the **WARPAINT** of the same name. **WARPAINT SKELETON BONE** is a 100% match of the **COLOUR PRIMER SKELETON BONE**.

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 PLATE MAIL METAL** on the weapons and armour on all the Reanimates before moving on to the **WP LEATHER BROWN** belts.



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 and don't get bugged down with a **DETAIL BRUSH** or it'll take you forever to paint your army.

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



Step 3: Quickshade Dip

Time to add shading to your miniatures to create an amplified 3D effect, and making 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.



Before and after Quickshade



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 Reanimates, we chose the mid **STRONG TONE**. In the second half of this guide you’ll see alternative uniform guides using both the **SOFT** and the **DARK 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 matt surface on the miniature is now ready for further painting and highlights—like effects paints. More examples are in the second half of this guide.



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 Reanimates 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.

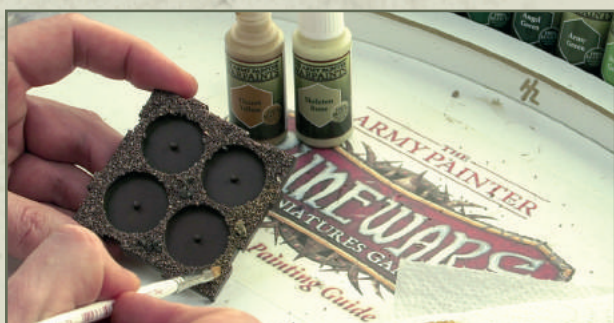
In **RUNEWARS MINIATURES GAME**, all models move in the clip-together trays—make sure you don't glue the gravel onto the side of the base as this will spell trouble when you're trying to fit your miniatures on the movement trays or your movement trays together.

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**.



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 exactly the 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.



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

...and dotting the eyes.

A distinct characteristic of the Reanimates are their glowing eyes, burning luminously with evil undead magic. You can choose many different variations, but for our undead forces, we chose to use **WP HYDRA TURQUOISE**. Paint in a bit of paint in the whole of the eye socket, trying to leave a little paint showing on the bone edges around the eyes. Finally—using your **INSANE DETAIL BRUSH**—add a fine **WP MATT WHITE** dot in the center of the eye.



Spray - paint - dip - done!



Paint WP Hydra Turquoise



Dot eye with WP Matt White



And here you have it. Very fast! Following the guidelines above and you can finish your regiments over the course of a few days, allowing you to spend more time on the heroes and monsters. The miniatures are of excellent gaming quality and tremendously enhance your gaming experience.

Reanimate Archers



The regiment of Reanimate Archers were painted following the exact same steps using the same colours. However, we used more **WP LEATHER BROWN** and **WP GREENSKIN** and less **WP PLATE MAIL METAL** as the Archers enter the battle not as heavily armoured as the melee troops.

Like when painting the Reanimate melee troops, we worked on the whole regiment of Archers in one go.

TOP TIP – Do your troops first

When painting a whole army in more or less one go, try to start with the bulk regiments—in this case the Reanimates and the Reanimate Archers. Utilize your energy and get a regiment or two done quickly and leave the Carrion Lancer figure and Arduus Ix'Erebus as a treat at the end of the trail.



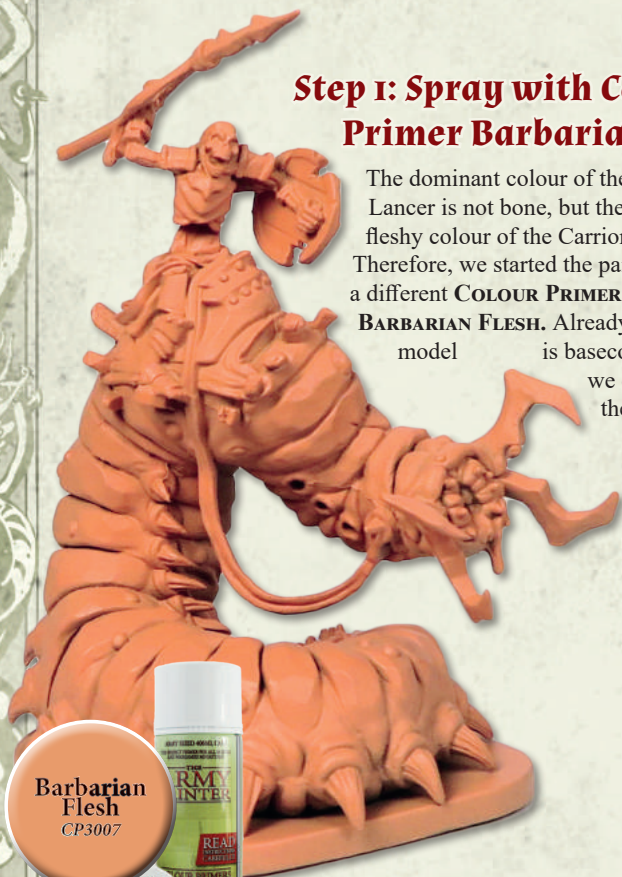
Carrion Lancer

Along with Arduus Ix'Erebus, the mighty Carrion Lancer 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 Barbarian Flesh

The dominant colour of the Carrion Lancer is not bone, but the sickly fleshy colour of the Carrion Worm. Therefore, we started the paint job with a different **COLOUR PRIMER** spray: **BARBARIAN FLESH**. Already half the model is basecoated before we even pick up the brush!



Step 2: Paint with Warpaints

The Reanimate rider and saddle was basecoated following the same colour scheme as the foot troops. The soft wormy areas on the beast were painted with the grey **WP FILTHY CAPE**, while the hard carapace plates were left at the **BARBARIAN FLESH** spray stage—touching up mistakes using the 100% matching Warpaints pot of the same name. The toxic venom was painted using the bright green **WP POISONOUS CLOUD**. All painted using either the large **MONSTER BRUSH** or the semi-large **REGIMENT BRUSH**.



Step 3: Splash-On Quickshade

Using an old brush, the basecoated Carrion Lancer was covered in **QUICKSHADE STRONG 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 shading, but not so much that it starts to run or dry in big dark pools.



Step 4 "Anti-Shine" Matt Varnish and base

The last stage was done following exactly the same guidelines as with the Reanimate troops. A few thin coats of "**ANTI-SHINE**" and then doing the eyes of the Reanimate rider and finishing the base off with **BATTLEFIELDS BASING** and **TUFTS**.



Ardus Ix'Erebus

Ardus Ix'Erebus, general of the undead, was painted in less than an hour (drying time excluded) using **THE ARMY PAINTER TECHNIQUE**.



Step 1: Spray with Colour Primer Plate Mail Metal

All clad in thick plate armour, it made sense to start with **COLOUR PRIMER: PLATE MAIL METAL**—half the miniature is already painted! As always following the guidelines on the can to the letter.



Step 2: Paint with Warpaints

Careful not to get paint onto the armour, the rest of the miniature was basecoated using the smaller **CHARACTER BRUSH** for more control. Befitting his status as commanding general, some of Ardus Ix'Erebus' armour was painted **WP GREEDY GOLD** and part of his clothes were painted **WP DRAGON RED**.



Step 3: Quickshade

Like the rest of the army, Ardus Ix'Erebus was shaded with **QUICKSHADE STRONG TONE**. Alternatively, one could have used the black **QUICKSHADE DARK TONE** that works excellently on metal armour, but we chose to stick with **STRONG 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 Reanimate troops, we finished the undead general 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 with **WP DESERT YELLOW** and **WP SKELETON BONE** before adding **SWAMP** and **HIGHLIGHT TUFTS**.



Leather Brown
CP3004

Desert Yellow
WP1121

Skeleton Bone
WP1125

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 Waiqar the Undying 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.

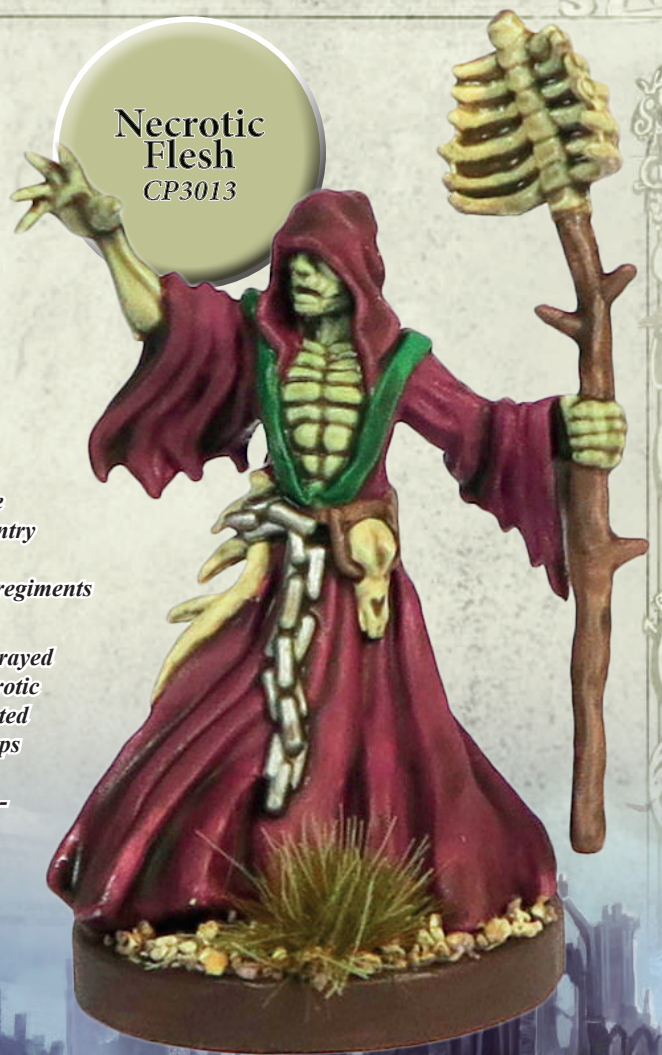
Once you know what your few basic colours will be, it is quite easy to plan out the look of the rest of your army. Using the same limited colour palette will work well, and the overall feel will be a very coherent army which looks stunning on the battlefield.

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

This Necromancer can be found in the Waiqar Infantry Command Unit Upgrade Expansion to boost your regiments of Reanimate troops.

The Necromancer was sprayed with Colour Primer: Necrotic Flesh, but otherwise painted using the same simple steps of The Army Painter Technique: Spray - paint - dip - done!

Necrotic
Flesh
CP3013



...taking your army to the next level.

So far this guide has shown you how to paint your Waiqar the Undying force similarly to the artwork and colour scheme featured in the boxed game, but in a fraction of the normal painting time using **THE ARMY PAINTER TECHNIQUE: SPRAY - PAINT - DIP - DONE!**

We have finished the army to a good gaming standard over the course of just a few evenings. However, you might want to add highlights and extra details to your miniatures once you got some extra time. We refer to this as “tournament standard,” and it takes the look of the army to a new level.



Reanimate at “gaming standard”: Spray - paint - dip - done!

With a single highlight, we take the Reanimate to “tournament standard.”

In this section, we will not only be looking at different colour schemes, but we will also be introducing additional painting techniques that can take your army painting skills to the next level. This is but an appetizer—the dedicated section on The Army Painter website has even more inspirational tutorials and guides of the armies of **RUNEWARS MINIATURE GAME**: www.TheArmypainter.com/Runewars



This army was painted using The Army Painter Technique: Spray - paint - dip - done! and then given a single highlight to take the army to tournament standard. The bone colour in particular stands out with just a single highlight of WP Drake Tooth on top of the “Anti-Shined” miniatures.

Rust effects

The troops of Waiqar the Undying are summoned from their graves by black necromantic magic, and the ancient warriors of old would most likely take the field of battle clad in old rusted armour. There is a **WARPAINT EFFECTS** paint that can do just that...



Step 1: Spray with Colour Primer Skeleton Bone

Start off with a spray with **COLOUR PRIMER: SKELETON BONE** and as always following the guidelines on the can to the letter.

Step 2: Paint with Warpaints

The Reanimate miniature was basecoated using a **REGIMENT BRUSH**.

Armour: **WP PLATE MAIL METAL**

Edges: **WP GREEDY GOLD**

Tunic: **WP MOULDY CLOTHES**

Belt: **WP LEATHER BROWN**

Step 3: Quickshade

The miniature was shaded with **QUICKSHADE STRONG TONE** and left outside to dry for the standard 24-48 hours.

Step 4 “Anti-Shine” Matt Varnish

Once the **QUICKSHADE** was dry, the Reanimate was given a few coats of “**ANTI-SHINE**” **MATT VARNISH** to remove the gloss shine and to give a matt surface for further painting.



The range of Effects Warpaints each have a specific purpose. The WP Dry Rust is meant to go on top of armour as the very last step.

Stipple the WP Dry Rust on using a worn brush. Use only a little paint on the brush and build up the rust effect until you are happy with the result.

Products used

<input checked="" type="checkbox"/>	 Skeleton Bone CP9012	<input checked="" type="checkbox"/>	 Quickshade Strong Tone
<input checked="" type="checkbox"/>	 Mouldy Clothes WP1439	<input checked="" type="checkbox"/>	 “Anti-Shine” Matt Varnish CP3003
<input checked="" type="checkbox"/>	 Plate Mail Metal WP1430	<input checked="" type="checkbox"/>	 Dry Rust WP1479
<input checked="" type="checkbox"/>	 Greedy Gold WP1432	<input type="checkbox"/>	Brown Battleground
<input type="checkbox"/>	 Leather Brown WP1423	<input type="checkbox"/>	Steppe Grass
		<input type="checkbox"/>	Swamp Tufts
		<input type="checkbox"/>	Woodland Tufts

Gold armour - the Breathless Legion

Still using **THE ARMY PAINTER TECHNIQUE**, we have painted a regiment of Reanimates from the dreaded Breathless Legion, clad in ancient gold armour.



Step 1: Spray with Colour Primer Skeleton Bone

Like most other Reanimates in this painting guide, we start off with an undercoat of **COLOUR PRIMER: SKELETON BONE** to save some time.

Step 2: Paint with Warpaints

The armour was painted **WP GREEDY GOLD**, the cloth was painted **WP DARK STONE** and **WP FILTHY CAPE**. Metal was painted **WP PLATE MAIL METAL** and the straps with **WP LEATHER BROWN**.

Step 3: Quickshade

The brown pigmented **QUICKSHADE STRONG TONE** is perfect for the rich gold armour. In a matter of seconds, you transform the basecoated model to a fully shaded miniature. Leave to dry for 24-48 hours.

Step 4 “Anti-Shine” Matt Varnish and base

After a few thin coats of “**ANTI-SHINE**” **MATT VARNISH**, the base was finished using the same steps as our main Waiqar army. The eye sockets were washed with **WP PURPLE TONE WASH** and the center was painted with **WP TOXIC BOILS**.

OPTIONAL:

*To enhance the ancient feel of an old gold armour, you can paint thinned down **WP Elemental Bolt** into some of the crevasses, simulating verdigris weathering.*



Products used



- | | |
|---|---|
| <input type="checkbox"/>  Skeleton Bone Colour Primer | <input type="checkbox"/>  Elemental Bolt |
| <input type="checkbox"/>  Dark Stone | <input type="checkbox"/>  Leather Brown |
| <input type="checkbox"/>  Filthy Cape | <input type="checkbox"/>  Quickshade Strong Tone |
| <input type="checkbox"/>  Plate Mail Metal | <input type="checkbox"/>  “Anti-Shine” Matt Varnish |
| <input type="checkbox"/>  Greedy Gold | <input type="checkbox"/> Brown Battleground |
| | <input type="checkbox"/> Steppe Grass |
| | <input type="checkbox"/> Swamp Tufts |
| | <input type="checkbox"/> Woodland Tufts |

Colour Primer Matt White and Quickshade Soft Tone

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



Step 1: Spray with Colour Primer Matt White

The Reanimante Archer was sprayed with **COLOUR PRIMER: MATT WHITE**, not **COLOUR PRIMER: SKELETON BONE**. We wanted a different feel to the skull and bones, therefore we started of with a lighter spray.



Step 2: Paint with Warpaints

We wanted our Archer to be clad in mostly green and brown. **WP WITCH BREW**, **WP DESERT YELLOW**, **WP MOSTER BROWN** and **WP DIRT SPATTER**. Any mistakes onto the bone areas were corrected using **WP MATT WHITE**.



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.



The woodland base was made by painting the base with **WP Elf Green** and using mostly **Moss Green Flock** and green **Woodland Tufts** and **Swamp Tufts**

Products used

<input type="checkbox"/>		Matt White Spray Primer	<input type="checkbox"/>		Quickshade Soft Tone
<input type="checkbox"/>		Witch Brew	<input type="checkbox"/>		“Anti-Shine” Matt Varnish
<input type="checkbox"/>		Plate Mail Metal	<input type="checkbox"/>		Elf Green
<input type="checkbox"/>		Desert Yellow	<input type="checkbox"/>		Brown Battleground,
<input type="checkbox"/>		Monster-Brown	<input type="checkbox"/>		Moss Green Flock
			<input type="checkbox"/>		Swamp Tufts
			<input type="checkbox"/>		Woodland Tufts.

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

Colour Primer Plate Mail Metal and Quickshade Dark Tone

For this Reanimate, we have gone for a darker feel, starting with a metal **COLOUR PRIMER**. Since most of the model is clad in metal armour, this is great choice.



Step 1: Spray with Colour Primer Plate Mail Metal

All clad in thick plate armour it made sense to start with **COLOUR PRIMER: PLATE MAIL METAL**.

Step 2: Paint with Warpaints

We chose a very simple uniform; using only two colours: **WP ROYAL CLOAK** and **WP HARDENED CARAPACE**. The bone was painted **WP SKELETON BONE**.

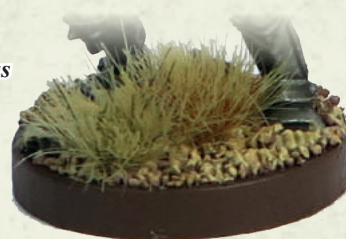
Step 3: Quickshade

The black pigmented **QUICKSHADE DARK TONE** simply loves metal! And the cold **WP ROYAL CLOAK** looks good with a black shade, rather than a brownish shade.

Step 4 “Anti-Shine” Matt Varnish

Once the **QUICKSHADE** was dry, the Reanimate was given a few coats of “**ANTI-SHINE**” **MATT VARNISH** to remove the gloss shine.

The base follows the same “standard” style as our main Waiqar army —what can we say; it fits with our scenery!



This Reanimate ends up with a sinister and evil feel due to the use of a uniform of cold colour and Quickshade Dark Tone.

Products used

- | | | | | |
|--------------------------|---|----------------------------------|--------------------------|---------------------------|
| <input type="checkbox"/> |  | Plate Mail Metal | <input type="checkbox"/> | Brown Battleground |
| <input type="checkbox"/> |  | Royal Cloak | <input type="checkbox"/> | Battlefield Rocks |
| <input type="checkbox"/> |  | Skeleton Bone | <input type="checkbox"/> | Swamp Tufts |
| <input type="checkbox"/> |  | Hardened Carapace | <input type="checkbox"/> | Highland Tufts |
| <input type="checkbox"/> |  | Quickshade Dark Tone | | |
| <input type="checkbox"/> |  | “Anti-Shine” Matt Varnish | | |



Ghost Army - using Warpaints Quickshade Washes

For these Reanimates we have given **THE ARMY PAINTER TECHNIQUE**: Spray - paint - dip - done! a break. That does not mean we end up with a slowly painted army, however.



Step 1: Spray with Colour Primer Necrotic Flesh

Our Ghost Army was primed with the green tinted **COLOUR PRIMER: NECROTIC FLESH**. Once the spray had dried for about 10 minutes, we could begin our basecoating.



Step 2: Paint with Warpaints

We only used one paint: **WP ROUGH IRON** on all metal areas (swords, armour, chainmail, leggings, etc). Super fast!



Step 3: Wash with Quickshade Ink

Using the large **REGIMENT BRUSH** we washed the whole of the model with **WP QUICKSHADE GREEN TONE**.



Step 4 Highlight with Warpaints

Next follows two quick highlights: **WP NECROTIC FLESH** followed by **WP BRAINMATTER BEIGE**. And the metal areas were drybrushed **WP GUN METAL** and a finer highlight with **WP SHINING SILVER**.



Products used

- | | |
|--|---|
| <input type="checkbox"/>  Necrotic Flesh Colour Primer | <input type="checkbox"/>  Brainmatter Beige |
| <input type="checkbox"/>  Rough Iron | <input type="checkbox"/>  Stone Golem |
| <input type="checkbox"/>  Gun Metal | <input type="checkbox"/>  Necrotic Flesh |
| <input type="checkbox"/>  Shining Silver | <input type="checkbox"/> Black Battleground |
| <input type="checkbox"/>  Green Tone Quickshade wash | <input type="checkbox"/> Frozen Tufts |
| | <input type="checkbox"/> Winter Tufts |



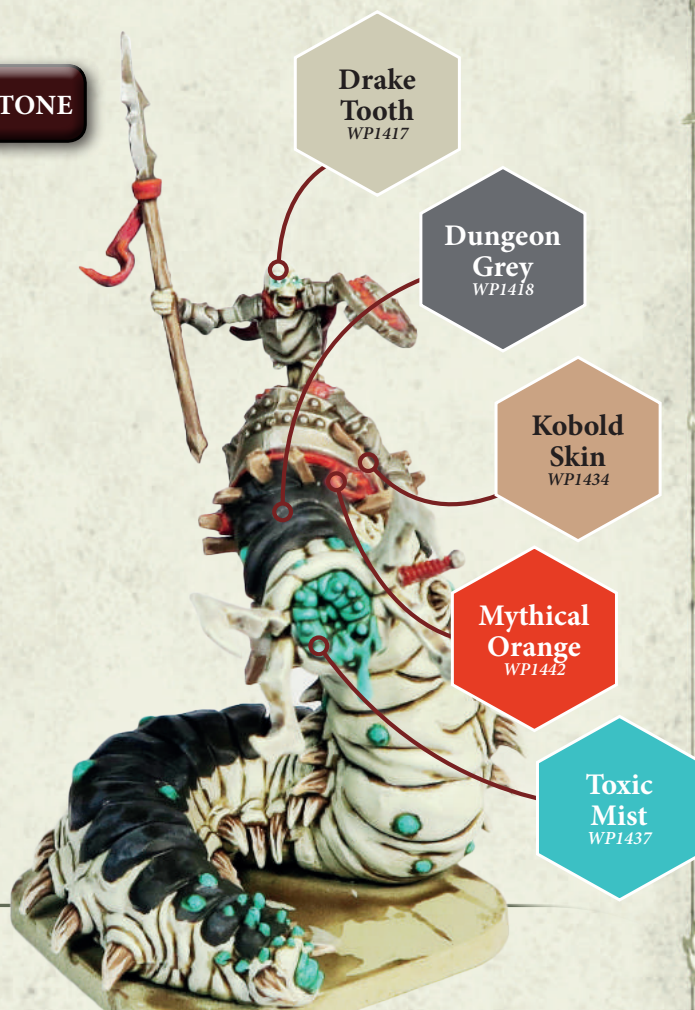
Pale Worm Rider - Carrion Lancer

This Carrion Lancer is part of Jonas Faering's red army "Kyndrithyl's Undying Legions." The army was painted using **THE ARMY PAINTER TECHNIQUE** as standard and then taken to a

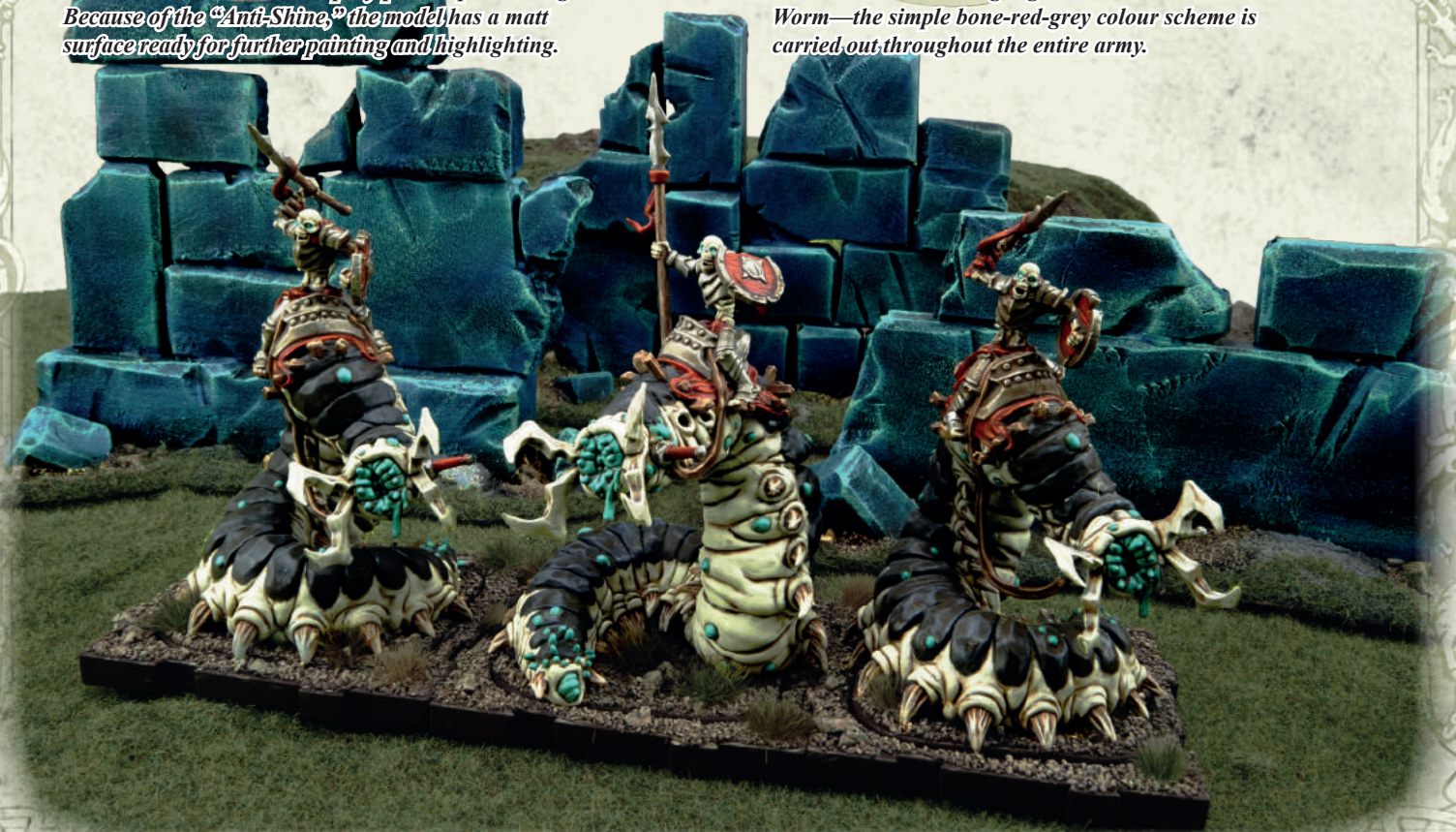
tournament level by giving the whole army a single highlight. To read more about Jonas's army, make sure you check **THE ARMY PAINTER** website.



The Carrion Lancer at the Spray-paint-dip-done stage. Because of the "Anti-Shine," the model has a matt surface ready for further painting and highlighting.



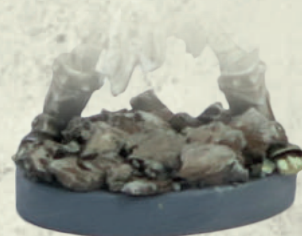
The Carrion Lancer highlighted to become a Pale Worm—the simple bone-red-grey colour scheme is carried out throughout the entire army.



Battlefields Basing: Theming your Army

The most important thing 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

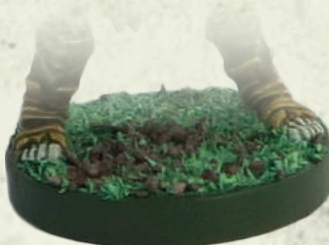
types of basing material and Tufts type available from **THE ARMY PAINTER** the options are endless. Here is a little selection of bases for inspiration.



Mountain theme

Base was painted with **WP UNIFORM GREY**. 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 ROCKS. Once the glue had dried we drybrushed with **WP MONSTER BROWN** followed by **WP STONE GOLEM**.



Woodland theme

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

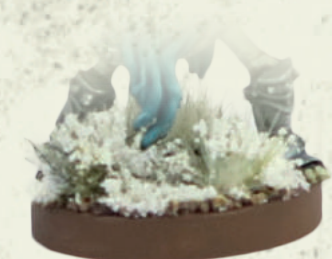
BROWN BATTLEFIELDS, then **MOSS GREEN FLOCK**. Finally a few **BATTLEFIELDS XP WOODLAND TUFT** and **SWAMP TUFTS** were added.



Plain Theme

This base was painted **WP OAK BROWN**. **BROWN BATTLEFIELDS** was sprinkled on, then the base was dipped in the tub of **STATIC**

STEPPE GRASS. Lastly a few **BATTLEFIELDS XP WOODLAND TUFT** and **HIGHLAND TUFTS** were glued in place using **SUPERGLUE**.



Winter theme

This base was painted with **WP LEATHER BROWN**. Then we did the base like "normal" using **BROWN BATTLEGROUND**, drybrushed with **WP DESERT YELLOW** and **WP SKELETON BONE**. We added

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

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**. Waiter the Undying 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.

*Paints and
Brushes*

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!