

SORASTRO'S RUNEWAR MINIATURES GAME

QUICK PAINTING GUIDE

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Spearmen

Base Colours

Red areas: Mephiston Red (GW)

Metal areas: Gun Metal (AP) + Bright Gold (AP)

Turquoise "spot" colour: Hydra Turquoise (AP)

Gloves & Boots: Dark Stone (AP)

Fur (?) and spear straps: Castle Grey (AP)

Face: Cadian Fleshtone (GW)

Shades (GW)

Red areas: Carroburg Crimson

Face: Reikland Fleshshade

The rest: 2:1 mix of Agrax Earthshade + Nuln Oil

Highlights

Red areas: Mephiston Red (GW), add Mars Red (AP) to lighten. For the shields I gently brightened the lower half, then mixed in a little Hydra Turquoise (AP) to darken the upper. I also added a few scratches using an even darker mix (by mixing in some black), and a pale highlight underneath each scratch (by mixing a little white into my red highlight tone).

Armour: Shining Silver (AP) + Bright Gold (AP) - just a few small touches to places like the top of the pauldron trims.

Turquoise details: Hydra Turquoise (AP) lightened with a little white.



Oathsworn Cavalry

For the **horses** I tried a range of grey tones (see tables), followed with the same 2:1 Agrax + Nuln wash as the spearmen and *no highlights*. For the **plumes** on the helmets I used Celestra Grey (GW), for the **swords** I used Gun Metal (AP), and for the straps I used Darkstone (AP).



Mechanicus Standard Grey
(GW)

Spaceship Exterior
(AP)

I also added some muddy weathering to the bottom of the cloaks with some Castle Grey (AP), and almost any mid-dark brown could be used to muddy the hooves.



Dungeon Grey (AP)

Celestra Grey (GW)

Reanimates

Base Colours

Weapons + Chainmail: Gun Metal (AP)
Metal (AP)

Bone: Brainmatter Beige (AP)

Armour: Gun Metal (AP) +
Retributor Armour (GW)

Belt/Axe handle/Back of legs:
Castle Grey (AP)

Cloth/Shield: Dark Sea Blue (VMC) + wet blended with added white and Scaly Hide (AP) - (See Carri-on Lancer video guide.)



Shades (GW)

Everything: 2:1 mix of Agrax Earthshade + Nuln Oil

Highlights

Armour: Shining Silver (AP) + Bright Gold (AP) - just a few small touches to places like the top of the pauldrons and edges of the shield. I also used Nihilakh Oxide (GW) to add some verdigris effects; this can be simply applied neat to wherever you want.

Bone: Brainmatter Beige (AP)

Cloth/Shield: Dark Sea Blue (VMC) with added white and Scaly Hide (AP). I also added some dried mud weathering using Castle Grey (AP).

Weapons: Edge highlighting with Shining Silver (AP) and I used some thinned Fur Brown (AP) to create some rust effects; this can be brushed on in a couple of thin layers depending on how strong you want the effect to be.

Eyes: Small dot of pure white, followed with Waywatcher Green (GW) glaze.

Reanimate Archers

I painted the arches just as the Reanimates except for the following additions:

Straps and Pouches: Castle Grey (AP)

Fletching: Brainmatter Beige (AP)

Secondary Cloth: Orange Ochre (VMC) highlighted by adding white and Nurgling Green (GW).

Bows, Arrows and Quiver: Werewolf Fur (AP)

Straps and Pouches: Castle Grey (AP)

Fletching: Brainmatter Beige (AP)



Paint Alternatives

For the benefit of anyone not using Army Painter paints, here's a list of alternative colours from either Citadel or Vallejo that will give a close enough match:

- Gun Metal (AP) - Leadbelcher (GW) or Gunmetal Grey (VMC)
- Hydra Turquoise (AP) - Sotek Green (GW) or Turquoise (VGC)
- Mars Red (AP) - Wild Rider Red (GW) or Hot Orange (VGC)
- Shining Silver (AP) - Stormhost Silver (GW) or Chrome (VMA)
- Darkstone (AP) - Dryad Bark (GW) or Charred Brown (VGC)
- Castle Grey (AP) - Stormvermin Fur (GW) or Cold Grey (VGC)
- Bright Gold (AP) - Auric Armour Gold (GW) or Polished Gold (VGC)
- Brainmatter Beige (AP) - Screaming Skull (GW) or Ivory (VMC)
- Scaly Hide (AP) - Skarsnik Green (GW)
- Werewolf Fur (AP) - Gorthor Brown (GW) or Saddle Brown (VMC)



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AP = Army Painter, GW = Games Workshop/Citadel, VMC = Vallejo Model Colour, VGC = Vallejo Game Colour, VMA = Vallejo Model Air