

Painting Guide for Heresy Death Guard

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Thank you to Bradley Xavier for his generosity and love of Death Guard!



Stage 1



Here the model has been prepared for priming. All of the mould lines have been removed using either a file or a scalpel. Sections of the model have been glued together, but the shield, gun and shoulder pads

have been left off to allow easy access to areas that would be hard to reach with the brush.

Stage 2



Here the model has been primed dark grey using a mixture of Vallejo Black and Grey Surface Primer. The exact mix isn't important, but a darker grey is preferable to a lighter one. The bolt gun has been left black as the final colour will be black. Old paint brushes were used to attach the shoulder pads to, to make them easier to primer without touching them. The model was left for 24 hours so that the primer

had time to set.

Stage 3



The first stage colour is airbrushed on using watered down Vallejo Model Colour Buff. Tap water was used for thinning the paint, but there are other products that can be used, such as Vallejo Airbrush Thinner. A generous layer of zenithal (top down) highlighting is used, paying particular attention to

areas like the chest and head. Do not spray upwards on the model as that will cover the dark grey shading from the primer.



Here you can clearly see the gradient from airbrushing, with it being stronger at the bottom and fading out towards the top where the grey primer is showing through.

After this is complete the same process is done again, this time with Vallejo Model Air White, but making sure to leave some of the Buff paint visible. Do the same to the marine body, paying attention to the head and chest. Be careful not to over-spray; too little colour is better than too much. Make the head a focal point.

Stage 4



Onto the shoulder: Iosen Green P3 paint from Privateer Press was used, although Any green of your choice is perfectly fine. If you look at the angle of the paint you can see that it is not top down, but a few degrees off of that. This is because when you apply the shoulder pads onto the marine they are angled and not vertical. Make sure when they are sprayed that one shoulder pad is painted for the left arm and one for the right.



Here you can see that a small highlight of P3 Necrotite Green has been applied using an airbrush on top of the Iosen Green. It should be just a small amount of paint on the highest point of the shoulder in its worn position. Don't worry about spraying the trim of the shoulder pad green as that will be hand painted a different colour.



At this point you have finished the base colour airbrushing and the model should look like this. Note* The shoulder pads have not been glued on, but just placed there as an example.

Stage 5

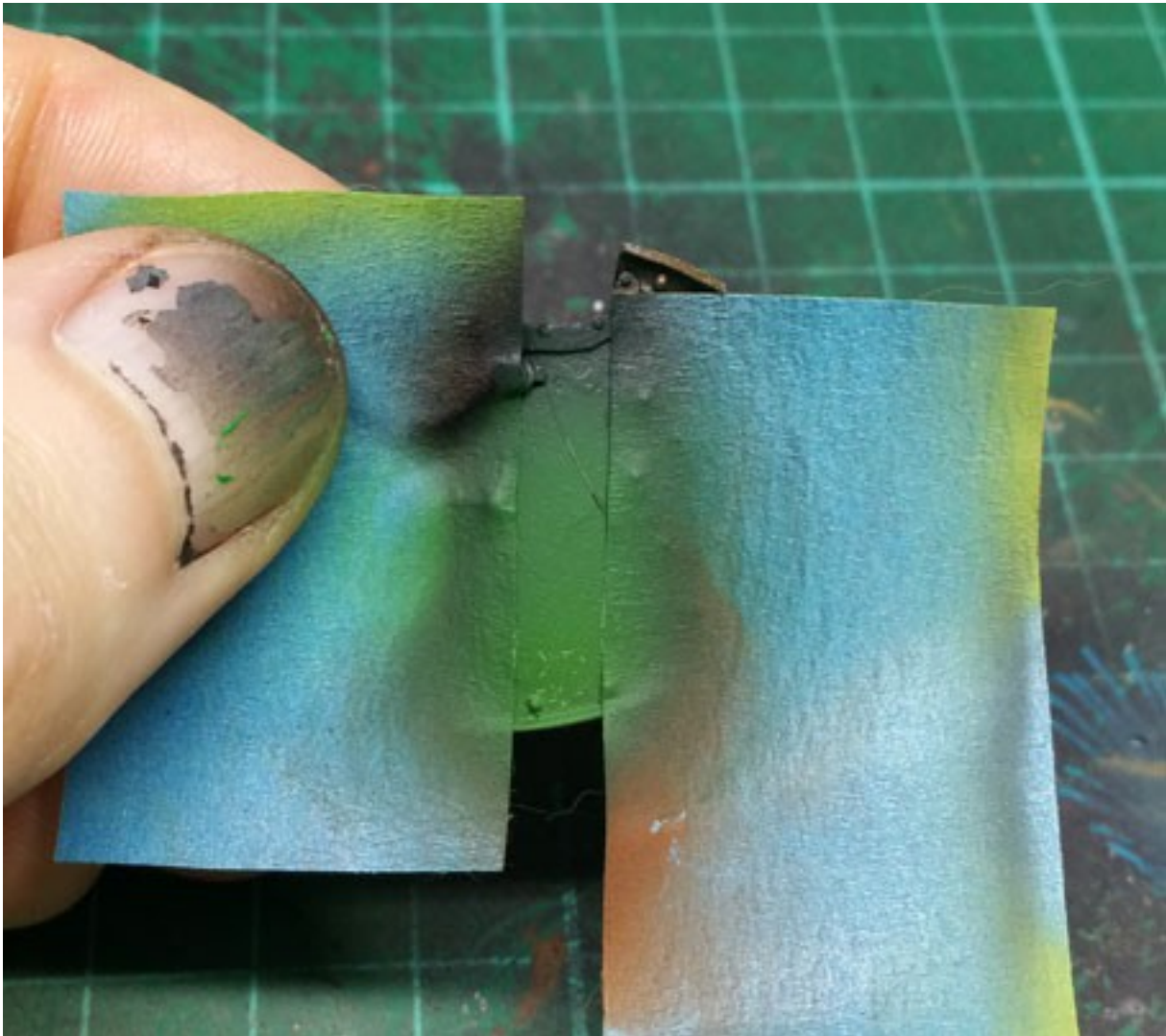


This segment will focus on the shield. The first step is to paint all of the metal sections using Decayed Metal from Scale 75. The shield is now set to start weathering. It might be an idea to paint the metal areas on the rest of the model while you are using the colour!



Using a paint brush apply Rhinox Hide by Games Workshop onto the shield in a random and pleasing manner. Consider adding chipping to the edges as they would receive more wear than other parts of the shield. Add scratches using a fine brush. My preferred brush type is by Winsor and Newton series 7, with sizes ranging from 00 to 1. It's best to use whatever you are comfortable with. Keep the lines thin and try adding breaks in them for more visual interest. Don't worry about getting it wrong at this stage as following stages will be able to hide many mistakes.

Stage 6



Back to using the airbrush. Firstly stick on two masking tape strips to make a thin line down the middle of the shield. Make sure to use low tack masking tape to prevent the risk of damage to the already applied paint. Make sure the tape is pressed in around details etc. to prevent any paint seeping under.

Next take a hairspray canister and spray it directly into the cup of your airbrush. It should leave a small pool of liquid in there. A short blast will do as you won't need much. Spray the whole of the strip with the hairspray liquid. Leave it a moment to dry and then airbrush Black all over it; follow this with Iosen Green with a slight fade out at the top to allow the Black to show through. Follow this with Necrotite Green on the lower section of the strip. This is the same process as the shoulder pads.

*Note, try to keep the Green strip paint thin as it will make it easier to chip.



Time to remove the tape! As you can see, there has been some slight paint seepage, cracking and there was a hair under the green... none of this matters! Removing the hair has added a scratch and the cracking at the bottom only adds to the weathering effect. The paint seepage can be removed in the chipping process as the hairspray will have also gone under those sections.



Take a small, stiff brush and add a little water, now start gently dabbing it on the green stripe to show the bone coloured paint beneath. You can also carefully use the blunt side of a scalpel to scrape lines on the green to represent scratches. As you can see, any of the paint seepage under the tape has been removed too.

Stage 7



Time to paint on some grime and rust, as well as touch up any details. As an option, you can paint a thin white line on the underside of the chips and scratches. This is usually reserved more for character type models, but just picking out the odd large chip can just add a bit more visual interest.

Use Decayed Metal (Scale 75) again to touch up any overspray from airbrushing the green strip. Now use Mournfang Brown (Games Workshop) and heavily water it down. You should still be able to make strong visible marks with it, but it should have a transparent quality. Gradually build up very thin lines coming from the chips and rivets. The streaks should be thicker at the top and trail down to a point. Paint the Mournfang Brown into the crevices of the metal sections and around the rivets. This gives them a ring and a feeling of grime build up around them.

Next use Kalahari Orange (Scale 75) and carefully paint in the lower half of large chips and the top sections of any streaks that you want to seem thicker and stand out. You can also add it to areas on the

metal work.

Finally, use Moonstone Alchemy (Scale 75) to highlight the Decayed Metal. Pick out edges and highlight the rivets.

*Note, the small blue lense will be painted at the same time as the eyes on the Space Marine.

Stage 8



A small step backwards to work on the marine now.

Having completed most of the shield, you will be using the same processes on the body of the marine and the shoulder pads. This means all of the metal trim and rivets on the marine and shoulder pads need to be painted in Decayed Metal.

Don't worry too much about getting the rivets perfectly covered as you will be painting them with Mournfang Brown again.

Also at this stage, paint the handle for the shield black.

You will need to paint chips on the armour. As on the shield, place them in interesting places that look like they would receive more wear and battle damage.



Stage 9



Time to add more grime! The grime will work as dirt on the armour as well as providing shading and just making the model look more interesting. Use Mournfang Brown (Games Workshop) and water it down so that it looks just like brown water. You will be using it as a sort of combination of a glaze and a wash. Do not cover the whole of the armour plate when applying it, but just around the edges. Don't apply too much as it will run and leave water marks. Load the brush and then rub it on your finger or on a piece of kitchen towel to remove excess paint. If you apply it carefully it should dry quickly

enough that once you have given the model one layer it will be ready for the next.



In this photo you can see streaks of grime have been added. Place them coming from large chips, rivets and edges. Don't do every rivet, but just enough to keep it looking interesting. You will need a fine point on your brush as the streaks look better as very thin lines. You may find that you want the paint a little thicker than you used for the shading so that they are not too faint. Make sure the paint is still watery though, as you want a slightly transparent quality.

Time to paint the gun!

Stage 10



You will need Vallejo Model Colour Black and Vallejo Model Colour Black Grey. Apply the Black Grey along the lower section of the gun and add a little Black to the mix as you go up to blend the transition. It doesn't need to be perfect, just good for a glance.



Use a Vallejo Model Colour Cold Grey and blend a small amount into the lowest section of the gun, mixing with the Black Grey. Next using the side of your brush, use Cold Grey to edge highlight every upper facing edge of the gun. You can add a little white to the Cold Grey and pick out areas even more for sharper highlights.



For battle damage paint small lines and dots using black and then highlight the lower edges using Cold Grey.

To finish the gun, paint all of the metal areas using Boltgun Metal (GW) and then give it a black wash. You can pick out small areas of metal again with the Boltgun Metal once the paint has dried. A small amount of watered down Mournfang Brown is added to the recesses to create a dirty look.

As a side note, the black handle of the shield is painted the same way as the gun.



Here the eyes have been painted. The lense on the front of the shield can be painted at this time too as it uses the same colours (even though you could see it painted earlier in the guide). The photo shows the gun and shield attached, but paint the eyes first so you have easier access.



The eyes and lense are painted using Joryldin Blue by Scale 75, mixed in gradual stages with white.

First paint the whole of the eye socket and the lower right corner of the lense using Joryldin Blue. Add a small amount of white to the blue and then paint the eye in the socket and a line around the lower edge of the shield lense. You will also want to add a little water to the mix and carefully paint a band underneath the eye socket to represent the glow of the eye. Do not use straight Joryldin Blue for the band under the eye socket as it will be too dark and will stand out strongly against the white armour. If you find the band you have painted is too dark, add some more white to the mix and go over it again.

Add more white to the mix and paint the centre of the eye and edge highlight around the rim of the eye. Finally paint a white dot in the centre of the eye and put a small dot of white in the top left of the lense. The white dot on the lense should make it look like a reflection.

Stage 11



For the base just glue on sand using PVA glue. Once it is dry give it a coat of brown wash. The base is drybrushed with a bone colour (In this case Vallejo Model Colour Buff) and then weathering powder and grass is added. Select colours to fit your battlefield; the grass was from Army Painter Battlefields XP range. Finally paint the rim of the base black.



The shoulder pads have not been weathered to allow decals/transfers to be applied. This is not covered in this guide.



The finished model!



The end ;)