

# Death Shroud Scythe Wrap Guide

by Richard Gray



This painting guide details how to paint the handle wrap on the scythe for the Death Shroud terminators. The techniques are simple and straight forward, with only the fine detailing requiring specific brush control skill.

The following colours were used:

Games Workshop: Rhinox Hide, Mournfang Brown, Bestigor Flesh

P3: Menoth White Base, Morrow White (Both of which can be exchanged for GW colours).



Above are the colours for your convenience. It is not necessary to use the exact colours shown, just as long as you create a number of colours for a transition going from dark brown to white.

Note\* if you are using different paint brands them some may be easier to glaze with than others. Games Workshop, P3 and Coat d'Arms all give very similar results.





The first stage as shown in the above photograph is to paint the whole of the wrap Mournfang Brown.

If you pay attention to the photograph you can see how the light is hitting the paint as there is a certain amount of shine from the finish. This is useful as I will be using this light position for the highlights later.



Stage 2 is to paint each section of wrap Bestigor Flesh. It is important to leave a gap of Mournfang Brown showing though so that there is obvious separation between each section. It may seem that the contrast between the dark and light is too extreme at this stage, but this will be changed in future stages.

You will notice that painting the lighter colour on top of the Mournfang Brown has hidden the shine 'highlight' from the lamp.



In the close up above you can see that the paint is not perfectly opaque, with some of the Mournfang Brown showing through in patches. This is deliberate to give the impression of dirt and staining.



This stage is the most complex and time consuming. Using Menoth White Base (or your own version of Ivory) you will highlight each edge of the wrap segments. Following this you will then paint individual, horizontal lines, evenly spaced on each section of wrap.





Adding the horizontal lines and edge highlighting has made the wrap very pale at this point. The detail is quite stark. This stage is good for tabletop standard as it is easily visible from a distance, rather than the subtleties of display painting.



The final stage before the wraps are dulled down is to add pure white highlights. In this case I used Morrow White, but any white will do.



In the close up you can see that the white has been used to pick out details along the line of light that was originally shown in the plain Mournfang Brown picture. A small section of each edge highlight as well as one or two horizontal detail lines from each strand of the wrap has been picked out. Do not paint the whole section with the white, just highlight the details that you have already painted on.

At this stage you should note that the Mournfang Brown lines separating each strand of wrap are still visible and unbroken. It might be that you accidentally went over these lines while painting in the horizontal line details. Don't worry if this is the case, just use the Mournfang Brown again to neaten it up. If you leave any of the Mournfang Brown lines with highlight paint on top of them it will destroy the illusion of separate sections.

You should also note that you have only been painting and highlighting details and not any block colours. This has allowed the dirty effect from the thin coverage of Bestigor Flesh to still allow the Mournfang Brown to show through.

If you wanted to achieve clean wrappings then very neat, precise painting is required with no transparency from the Bestigor Flesh.

Another thing you should note is that these details have been carried out all of the way around the wrap, including underneath and behind as far as the brush allows. It is easier to do this if you leave the scythe off to paint (unlike me!)





The final stage is the most fun and provides the most striking change in the look of the wrap. In the photograph above you can see how the highlight line running the length of the handle suddenly pops out compared to the previous photographs.



In the close up you can clearly see the shading and how it has smoothed out the harsh details and highlights.

This is achieved using Rhinox Hide and glazing it on. Add a small amount of paint to a well palette and then keep adding water until it looks like dark brown water. Use a fairly large brush and fill it up with the paint and then run it along kitchen roll paper until the brush is just damp. This may seem like a waste but it allows the bristles to still hold a significant amount of paint without it pooling when you apply it to the model.

The positioning of the shading is the most important aspect. The underside of the wrap should receive the most layers to make it darker, representing light not reaching it. I have also shaded some of the top of the wrap as it curves around towards the belly of the terminator. The reason for this is it helps to emphasise the light hitting that line running the length of the handle.

You will notice that some of the sections of the wrap are hidden underneath others, I have used some of the Rhinox Hide glaze to put these sections more into shadow. This also softens the details on them.

When using the glaze you should find that it dries very quickly. You can speed up the process by blowing on it. Keep applying layers until the the shading looks dark but does not become opaque and completely obscure details.

Important note\* Do not put any glazes on top of the white highlight details! This will make them muddy and completely destroy the look of the highlights.

If you do accidentally go over the white highlights with glazes then it is easy to just pick them out

again with the white, just be careful not to extend the highlights beyond the original position or they will look very bright and out of place.



The finished squad with wrappings!

I hope you find this guide useful.

Thank you for your support :D

Kind regards,

Richard