

Basing colours

Undercoat: Skull White

Dirt/earth:

1. Bestial Brown
2. Brown Ink (wash)
3. Drybrush 1:1 Bleached Bone & Bestial Brown (or Steel Legion Drab)
4. Drybrush 1:1 Bleached Bone & Bestial Brown (or Steel Legion Drab)

Rocks (dark grey):

1. Shadow Grey
2. Chaos Black (wash)
3. Highlight/drybrush Shadow Grey
4. Drybrush Astronomican Grey
5. Drybrush Skull White
6. Chaos Black (wash)
7. Light drybrush of Skull White

Base edge:

1. Death World Forest

Eldar ruins:

1. Karak Stone (basecoat)
2. Bleached Bone (avoiding recesses)
3. Skull White (edge highlight, some panels/areas)

Gems (turquoise):

1. Chaos Black (basecoat)
2. Sotek Green (avoiding edge)
3. Lothorn Blue (bottom edge)
4. 1:1 Lothorn Blue & Skull White (bottom extreme highlight)
5. Skull White (specular highlight)