

Craftworld Mymeara colours

Undercoat: Skull White

White areas:

1. Astronomican Grey (basecoat)
2. Skull White (multiple glazes) on raised areas

Dark blue areas:

1. Regal Blue (basecoat)
2. Blue Ink (wash)
3. Regal Blue (avoiding recesses)
4. Ultramarines Blue (edge highlight)
5. Ultramarines Blue (graduated washes from leading edge)

Light blue areas:

1. Enchanted Blue (basecoat)
2. Teclis Blue (avoiding recesses)
3. 1:1 Lothorn Blue
4. 1:1 Lothorn Blue (graduated washes from leading edge)

Black areas:

1. Chaos Black (basecoat)
2. Mechanicus Standard Grey (highlight)

Gold areas:

1. Tin Bitz (basecoat)
2. Shining Gold (avoiding recesses)

Gems (red):

1. Chaos Black (basecoat)
2. 1:1 Chaos Black & Blood Red (basecoat – avoiding edges)
3. Blood Red (lower edge – multiple coats if necessary; must be bright)
4. 1:2 Chaos Black & Blood Red (upper edge)
5. Skull White (specular highlight on upper edge)

Cockpit seat:

1. Steel Legion Drab (basecoat)
2. Brown Ink (wash)
3. Steel Legion Drab (highlight)

Spirit seals:

1. Chaos Black (basecoat)
2. Shining Gold (hierogram only)

Sword blades (witchblades, ghostswords, ghostglaives etc.):

1. Liche Purple (basecoat)
2. Naggaroth Night (dark areas – multiple washes, leaving basecoat showing in transitional sections)
3. Genestealer Purple (light areas – multiple washes, leaving basecoat showing in transitional sections)
4. Skull White (reflective areas – multiple washes)
5. Genestealer Purple (edge highlight)
6. Skull White (extreme edge highlight)

Cockpit hull detail:

1. Chaos Black (basecoat)
2. Mechanicus Standard Grey (bottom two circles, middle row detailing)
3. Blood Red (down arrow) with Chaos Black edging
4. Goblin Green (up arrow) with Chaos Black edging

5. Shining Gold (round gem surround)
6. Liche Purple (round gem) with Chaos Black edging, Skull White highlight
7. Skull White (hollow circles)