

Shadow Spectres

Undercoat: Skull White

White areas (faceplate, pauldrons, knees):

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

Armour:

1. Dawnstone (basecoat)
2. Administratum Grey (undersuit only, avoiding recesses)
3. 2:1 Skull White & Administratum Grey (armour plates)
4. Skull White (edge highlights)

Prism Gun:

1. Mechanicus Standard Grey (basecoat)
2. Dawnstone (avoiding recesses)
3. Administratum Grey (edge highlight)

Robes and ribbons:

1. Sotek Green (basecoat)
2. Lothorn Blue (multiple glazes on raised areas)
3. 1:1 Lothorn Blue & Skull White (extreme highlights)

Cables, jetpack details, neck:

1. Mechanicus Standard Grey (basecoat)
2. Chaos Black (wash, recesses)
3. Mechanicus Standard Grey (avoiding recesses)

Metal areas (gem surrounds, prism gun crystal surround, jetpack intakes, exhausts):

1. Boltgun metal (basecoat)
2. Chaos Black (wash, recesses)
3. Mithril Silver (edge highlight)

Gems, eye lenses, prism cannon crystals (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)