

Dark Reapers Shrine of The Scything Wrath

Undercoat: Black

Armour:

1. Black (basecoat)
2. Mechanicus Standard Grey (edge highlight)
3. Dawnstone (extreme edge highlights)

White areas (helmet, kneepads):

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

Light grey areas (shoulder pauldrons, stripes on tabard):

1. Administratum Grey (basecoat)
2. Mechanicus Standard Grey (recesses only)
3. Corax White (edge highlight)

Reaper Launcher (barrel):

1. Mechanicus Standard Grey (basecoat)
2. Black (wash in recesses)
3. Dawnstone (edge highlight)
4. Administratum Grey (extreme edge highlight)

Reaper Launcher (muzzle):

1. Astronomican Grey (basecoat)
2. White (multiple glazes) on raised areas
3. Astronomican Grey (launch tubes)
4. Black (wash in launch tube bases only)

Dark blue areas (Helmet plume):

1. Regal Blue (basecoat)
2. Blue Ink (wash)
3. Regal Blue (avoiding recesses)
4. Ultramarines Blue (highlight)
5. Lothorn Blue (edge highlights)

Silver areas:

1. Boltgun Metal (basecoat)
2. Black (wash)
3. Mithril Silver (avoiding recesses)

Gems (blue):

1. Regal Blue (basecoat)
2. Blue Ink (wash)
3. Regal Blue (basecoat – avoiding edges)
4. Ultramarines Blue (lower edge – multiple coats if necessary; must be bright)
5. Lothorn Blue (extreme lower edge)
6. White (specular highlight on upper edge)