

Dire Avengers Shrine of The Cerulean Crest

Undercoat: White

Undersuit:

1. Regal Blue (basecoat)
2. Blue Ink (wash)
3. Regal Blue (avoiding recesses)

Armour:

1. Ultramarines Blue (basecoat)
2. Blue Ink (recesses)
3. 1:1 Ultramarines Blue & Space Wolves Grey (edge highlights)
4. Space Wolves Grey (optional extreme highlight)

White areas (faceplate, sashes, ribbons):

1. White (basecoat)
2. Astronomican Grey (recesses)

Black areas (helmet, gun, cables):

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

Helmet plumes:

Black:

1. Black (basecoat)
2. Mechanicus Standard Grey (highlight, stippled on helmet plume upper edge)

Blue:

1. Teclis Blue (basecoat)
2. Enchanted blue (wash)
3. Lothorn Blue (highlight)
4. Enchanted Blue (stippled on helmet plume upper edge)
5. Lothorn Blue (stippled on helmet plume upper edge)

Red:

1. Blood Red (single stripe)

Light blue areas (sashes, ribbons):

1. Enchanted Blue (basecoat)
2. Teclis Blue (avoiding recesses)
3. Lothorn Blue

Gold areas:

1. Tin Bitz (basecoat)
2. Retributor Gold (avoiding recesses)
3. Auric Armour Gold (highlight)

Gems (red):

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