

Howling Banshees

Shrine of The Shrieking Vengeance

Undercoat: White

Undersuit:

1. Steel Legion Drab (basecoat)
2. Karak Stone (avoiding recesses)

Armour plates:

1. Karak Stone (basecoat)
2. Bleached Bone (avoiding recesses)
3. White (edge highlight)

White areas (helmet):

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

Black areas (gun, faceplate, cables):

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

Hair, ribbons, tabard:

1. Sotek Green
2. Teclis Blue (avoiding recesses)
3. Lothorn Blue (highlight)
4. Nuln Oil (wash)
5. 1:1 Lothorn Blue & White (extreme edge highlight)

Gold areas (should guard, gem surrounds):

1. Tin Bitz (basecoat)
2. Retributor Armour
3. Tin Bitz (wash)
4. Retributor Armour
5. Auric Armour Gold (edge highlight)

Gems (turquoise):

1. Black (basecoat)
2. Sotek Green
3. Teclis Blue
4. Lothorn Blue
5. 1:1 Lothorn Blue & White
6. White (specular highlight)

Holster and pouches:

1. Bestial Brown (basecoat)
2. Nuln Oil (wash)
3. Steel Legion Drab (edge highlight)

Ultramarine Space Marine helmets:

1. Regal Blue (basecoat)
2. Ultramarines Blue (avoiding recesses)
3. Lothorn Blue (edge highlight)

Power sword blades:

1. Sotek Green (basecoat)