Striking Scorpions

Undercoat: Chaos Black

Armour:
1. Dark Angels Green (basecoat)
2. Nuln Oil (wash)
3. Dark Angels Green (avoiding recesses)
4. Snot Green (armour plates only)
5. Goblin Green (edge highlights)

Turquoise areas (chevrons):
1. Sotek Green (basecoat)
2. Lothern Blue (highlight)

White areas (helmet):
1. Administratum Grey (basecoat)
2. Skull White (multiple glazes) on raised areas

Black areas (gun, cables, dreadlocks):
1. Chaos Black (basecoat)
2. Mechanicus Standard Grey (edge highlight)

Dark grey areas (faceplate, dreadlocks):
1. Mechanicus Standard Grey (basecoat)
2. Administratum Grey (highlight)
3. 2:1 Administratum Grey & Skull White (edge highlight)

Silver areas (gem surround, mandiblasters):
1. Boltgun Metal (basecoat)
2. Mithril Silver (avoiding recesses)

Gems (turquoise):
1. Chaos Black (basecoat)
2. Sotek Green (avoiding edge)
3. Lothern Blue (bottom edge)
4. 1:1 Lothern Blue & Skull White (bottom extreme highlight)
5. Skull White (specular highlight)