

Warp Spiders

Shrine of the Web of Fate

Undercoat: White (except for warp jump generator, which is black)

Warp portals:

1. Thick purple acrylic paint (to smooth imperfections)
2. Purple ink
3. Wet blending combinations of:
 - Naggaroth Night
 - Screamer Pink
 - Liche Purple
 - Genestealer Purple
 - White
4. White (lightning effects)

Undersuit:

1. Khorne Red (basecoat)
2. Blood Angels Red Contrast Paint
3. Black (wash, recesses and edge of armour plates only)

Armour:

1. Khorne Red (basecoat)
2. Blood Angels Red Contrast Paint (recesses)
3. Wazdakka Red (avoiding recesses)
4. Blood Red (edge highlight)
5. Fiery Orange (extreme highlight)

White areas (helmet):

1. White (basecoat)
2. Apothecary White Contrast Paint (recesses only)

Gold areas (gem surrounds, death spinner details):

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

Black areas (gun body, cables, warp jump generator):

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

Light blue areas (ribbons, helmet plume):

1. Enchanted Blue (basecoat)
2. Teclis Blue (avoiding recesses)
3. Lothorn Blue
4. 1:1 Lothorn Blue & White (extreme highlight)

Green areas (powerblades, death spinner chambers):

1. Wet blending graduated transitions from:
 - 1:1 Black & Dark Angels Green
 - Dark Angels Green
 - Goblin Green
 - Snot Green
 - 1:1 Goblin Green & White
 - White