

WHITE DWARF™

ISSUE 127
02 JULY
2016

SIX
WARSROLLS
INSIDE!



NEW SYLVANETH
ALARIELLE RETURNS!
THE FULL FURY OF THE WILD PLACES IS UNLEASHED



WHITE DWARF

ISSUE 127
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CONTENTS

NEW RELEASES

The fury of the wild places is unleashed as the Sylvaneth arise, led by the Everqueen, Alarielle, upon her Wardroth Beetle. There's also the bitter and twisted Drycha Hamadreth, the fearsome Kurnoth Hunters, the Branchwych, the Tree-Revenants and the rather malicious (the clue's in the name) Spite-Revenants. All that plus a new battletome and the finale to the Realmgate Wars!

PAINT SPLATTER

We bring you a stage-by-stage painting guide for the Tree-Revenant in the colours of the Oakenbrow Clan.

HALL OF FAME

This month, the Hall of Fame welcomes a newcomer to the galaxy.

WARSROLLS

Warscrolls for Alarielle the Everqueen, Drycha Hamadreth, the Branchwych, and the Kurnoth Hunters, Tree-Revenants and Spite-Revenants!

REGIMENTS OF RENOWN

More of the best hobby from around HQ.

GET READY...

Turn to the inside back cover for some news.



THE SYLVANETH AWAKEN

If you've been following the Realmgate Wars books you'll know that the Mortal Realms aren't taking the predations of Chaos lying down. Ever since Sigmar hurled his first Stormcast Eternals onto the Brimstone Peninsula, the Dark Gods have had a fight on their hands – and the hosts of Azyr aren't alone in their struggle. The Sylvaneth have awakened and they bring with them all the fury of the wild places, for they are nature unleashed and given destructive form by the living boughs of the wyldwoods.

This week the Sylvaneth get some breathtaking new Citadel miniatures, not least an astonishing new rendition of Alarielle, reborn in her war aspect atop a titanic Wardroth Beetle. Turn the page to read all about her and the other new Sylvaneth – along with a remarkable new battletome, the first of a new breed stuffed with extra rules content to make your games of Warhammer Age of Sigmar even more fun. Plus! Don't forget the culmination of the Realmgate Wars as it reaches its catclysmic conclusion at the All-gates. ☺

SYLVANETH

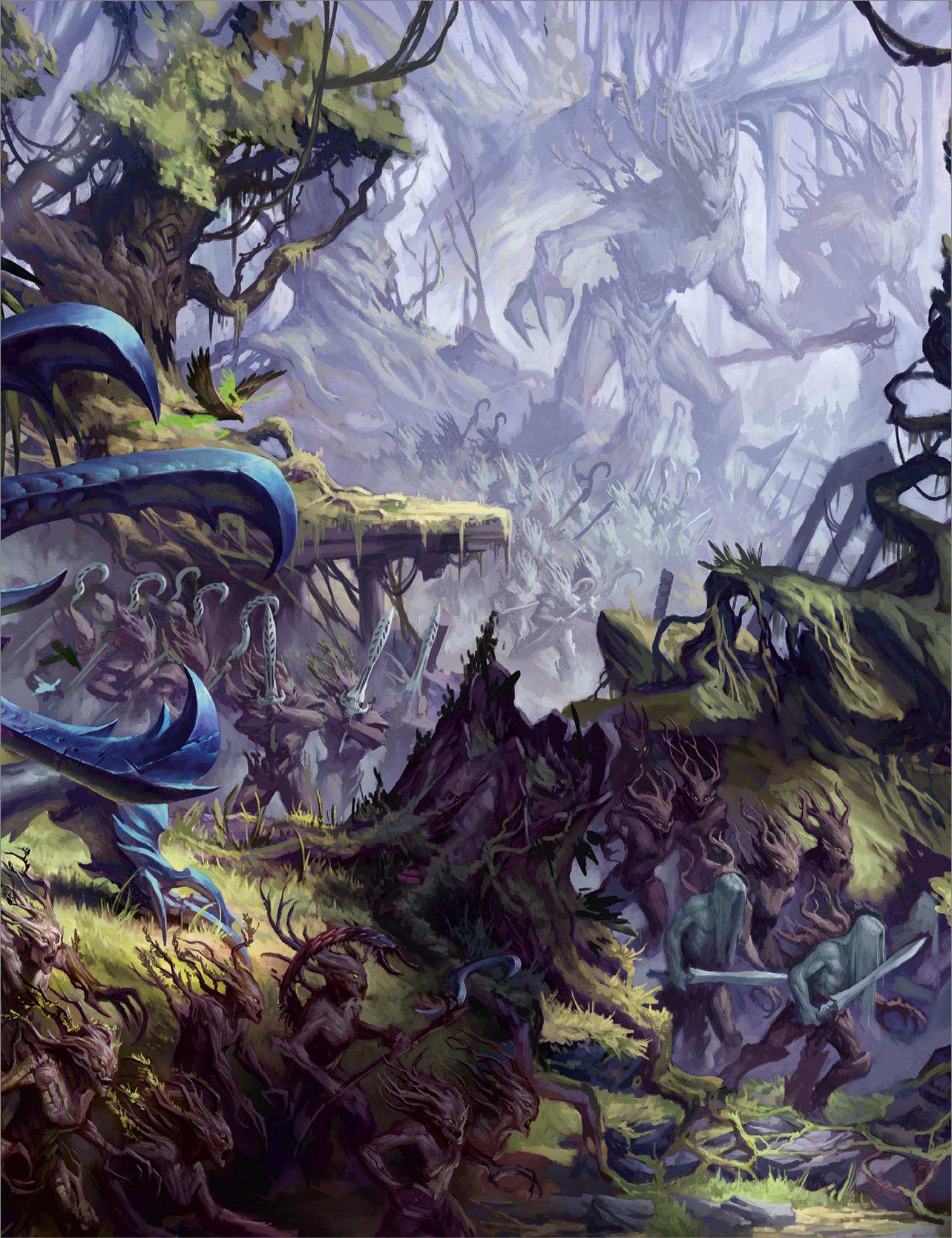
Time flowed ever onwards, racing away from the moment of Alarielle's planting like a gushing river. Lives fell like leaves from withered boughs, dancing upon the foetid wind before being swept away. Ghyran cracked and crumbled like parched earth in Nurgle's covetous grip. The War of Life, once a raging forest fire, was little but embers and ash, smothered by rancid slurry.

And yet, a change was coming.

Rotting branches stiffened with new life, fresh green leaves unfurling from them. Waters that had long churned with filth ran clear and musical once more. Cool breezes blew from hidden dells, thick with the scent of wildflowers and pine sap. Gradually, the influence of Alarielle was felt, a burgeoning of life, a breathless pause before the plunge.

And then came the moment of sudden bloom. The Queen of the Radiant Wood was reborn from the land she loved, and as she rose, she sang. All across Ghyran, the spirit-song swelled, pouring out into every realm – a cascading, tumbling, soaring crescendo of hope, fury, loss and exhilaration. Alarielle's children felt their mother's might, even as the servants of Nurgle quailed. Wrongs would be righted, the lands would be healed and places of power would be reclaimed. The War of Life would begin anew. The sylvaneth would have their revenge.







NEW RELEASES: SYLVANETH

ALARIELLE THE EVERQUEEN

ON WARDROTH BEETLE

As strong as an oak, as swift as a river in flood, as indefatigable as the turning of the seasons, Alarielle the Everqueen has been reborn once more into an age of war. Atop a mighty Wardroth Beetle, no mortal, Daemon or god can withstand her vital wrath.

Both creator and destroyer, Alarielle the Everqueen is the goddess of life magic and embodies both the beauty and terror of the natural cycle of life. Far from a silent and remote deity, the Everqueen leads her children personally, at the forefront of a mighty crusade of reconquest to take back what is theirs from the festering hordes of Chaos. No longer on the back foot, Alarielle has taken up the legendary Spear of Kurnoth and the Talon of Dwindling, the weapons reflecting the cycle of the seasons – blooming, withering and, of course, reaping.

Absolutely festooned with exquisite details, from the tiniest blooms on the Wardroth Beetle's carapace to the fine filigree on the Everqueen's raiment, Alarielle is posed atop her loyal mount as if undertaking a mighty work of life magic. Her hair and robes whip in the wind, the edges changing into clusters of young leaves as roots twist from her limbs, all indicating she is no mere mortal conjurer, but a mighty creature of the divine. To her children, the Everqueen is a source of strength, but to her foes, she is the wrath of nature in all its terrible glory. ☾

This week sees a whole host of new releases for the Sylvaneth, and you can find warscrolls for all of them starting [here](#)!

ALARIELLE THE EVERQUEEN

1 Citadel miniature

£80, €105, 800dkr, 960skr,
880nkr, 400zl, USA \$130,
Can \$160, AU \$225, NZ \$265,
¥18,400, 800rb, HK\$1,100,
RM495, SG\$190

**PRE-ORDER: NOW
RELEASED: 09/07/16**



1 As befits a living goddess, Alarielle has a vast pair of wings. In deference to her role as a Queen of the Radiant Wood, they are like the limbs of a young tree, covered in frond-like leaves akin to feathers.



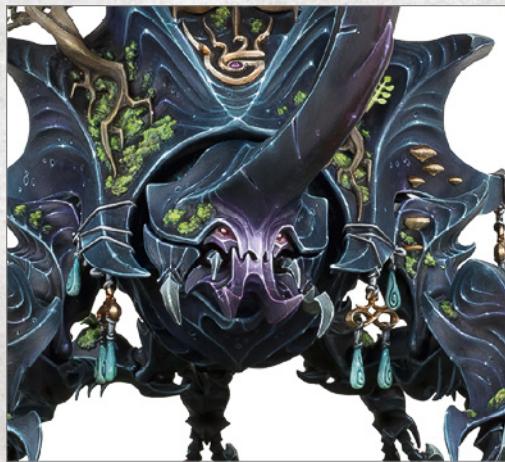
2 The soul amphorae that Alarielle carries with her contain magical pollens the Everqueen can use to summon forth new and vibrant life wherever she goes. However, Alarielle can also use these same pollens to choke the very life from her foes.



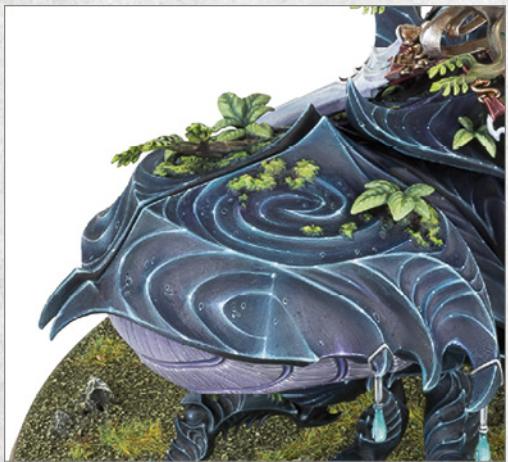
3 The Talon of Dwindling is a terrifying weapon, capable of reducing a foe to a gnarled and lifeless husk with the merest of touches. The design of the Talon is echoed across the Sylvaneth range, linking the noble Tree-Revenants, the twisted Drycha Hamadreth and even the insane Spite-Revenants to their divine Everqueen.



4 The Wardroth Beetle, whilst a noble creature of the natural order, is still a colossal beast that can trample foes beneath its mighty claws, and shatter even Dreadhold walls with its titanic antlers.



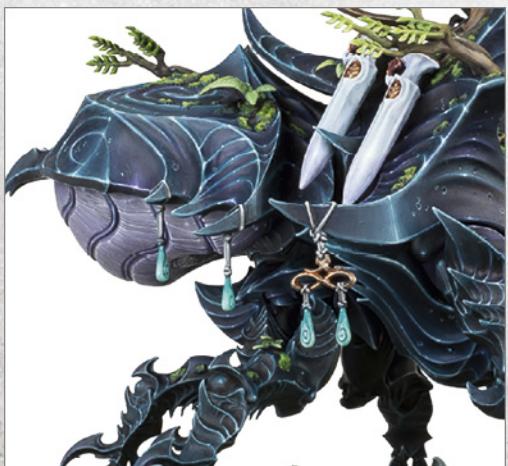
5 The Wardroth Beetle's carapace has grown into the spiral design that is a hallmark of all Sylvaneth creatures, from the humblest Dryad to the mightiest Treelord.



6 As its mistress is the goddess of life magic, the Wardroth Beetle is covered in vines, mosses, fungi and even young trees, all growing on and from its bosky carapace.



7 Far from a base and feral beast, the Wardroth Beetle is a magical creature of the Sylvaneth and ferociously loyal to the divine Everqueen. As her mighty steed and companion, it is festooned in ornately carved stones and gemstones glowing with eldritch luminescence.



NEW RELEASES: SYLVANETH

BRANCHWYCH

Serving the Sylvaneth as both war-leaders and druidic sorcerers, Branchwyches lead Households of Tree-Revenants in defending their forest realms from invaders.

The notoriously short-tempered

Branchwyches are the guardians of a Sylvaneth clan's soulpod glades, and tasked with harvesting the lamentiri of their fallen kin so they can be replanted and reborn anew. They go about their work with their greenwood scythes, which they also use with great skill in their other role – leading the Households of a clan to war.

The Branchwych's form is similar to the Dryads, yet replete with the trappings of a mighty hero, such as her greenwood scythe, her crown of wooden antlers that echoes those on the brow of venerable Treelord Ancients, and her chittering bittergrub spite familiar. ☺



1 The Branchwych is attended by a Bittergrub spite. To make your life even easier, the spite is a separate component, so can be kept aside when assembling and painting your Branchwych.

2 In battle, Branchwyches serve as the war-leaders of the Households, the closest thing the Sylvaneth clans have to a standing army. Aided by the Tree-Revenants, few can withstand their sorcerous might.

SYLVANETH BRANCHWYCH

1 Citadel miniature

£14, €18, 140dkr, 170skr, 150nkr, 70zl, USA \$23, Can \$28, AU \$39, NZ \$45, ¥3,200, 140rbm, HK\$190, RM\$85, SG\$34

PRE-ORDER: NOW

RELEASED: 09/07/16





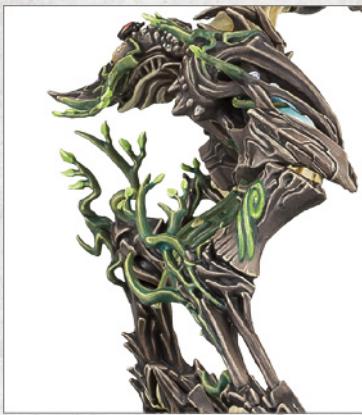
NEW RELEASES: SYLVANETH

DRYCHA HAMADRETH

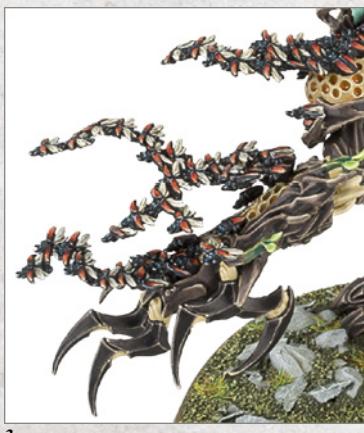
An ancient hero reborn to fight the battles of the Sylvaneth anew in a great and terrible form, Drycha Hamadreth is a cruel and vicious soul, leading the outcast and disaffected Sylvaneth on a bloody crusade of conquest and carnage across the Mortal Realms.



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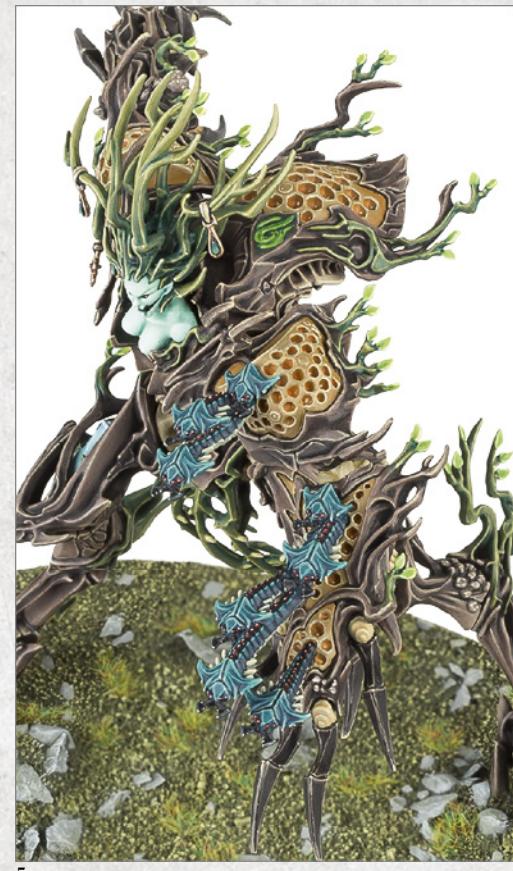
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Unleashed by a reluctant Everqueen in the darkest days of the Age of Chaos, Drycha Hamadreth is a terrible and vicious foe, driven by a black and terrible madness. Intended as a weapon and war-leader to throw back the invading hordes of Chaos, Drycha is a superlative warrior, but vents her boundless fury on all life not of the Sylvaneth, waging war on Stormcast and Blightking alike, seeing no difference between Fyreslayers, Ironjawz or Blood Warriors. On occasion, in her moments of cruel lucidity, Drycha may find common cause with the agents of Order, but only to further her unending genocidal wars against all those not of the Sylvaneth.

Ruling the Outcasts and the embittered Sylvaneth clans in place of their estranged mother-goddess, Drycha is the self-styled Queen of the Outcasts, an agent of destruction and carnage who leaves a trail of butchery and bloodshed wherever she walks. Looming above her Spite-Revenant subjects in a mighty form akin to that of the Treelords, Drycha can crush the life from her foes with massive claws fashioned

from razor-sharp wyldwood, or make use of the colonies of spites that swarm through her body. Some are flutterfuries, hard-shelled spite-insects which can engulf whole bands of enemy soldiers, and others are the centipede-esque squirmlings, which rend and tear flesh and armour in great chittering swarms.

Drycha Hamadreth embodies the darkest aspects of the Sylvaneth, her black heartwood twisted and warped, switching between rage as incandescent as a wildfire and sorrow as dark and deep as a forest in midwinter. Yet in her leg sits a single soul amphora, begging the question of just how Drycha acquired it, and what she intends to do with it...

If you are tempted by a Dreadwood Wargrove, or simply have a vast number of Spite-Revenants, Drycha would make a potent leader of such a force. Looming above her lesser kin, if you can direct the terrible madness of the Queen of the Outcasts, she would make a powerful, if fleeting, ally to any force of Order. ☾

1 Drycha's form is covered in fungi and cruel vines.

2 Drycha's long limbs are similar to those of the Kurnoth Hunters, albeit elongated and festooned with barbed thorns.

3 Drycha's form plays host to deadly spites, such as the beetle-like flutterfuries.

4 Drycha's nightmarish visage is akin to the Outcasts she claims dominion over.

5 Drycha can also be assembled to carry a vile swarm of squirmlings instead of the flutterfuries.

DRYCHA HAMADRETH

1 Citadel miniature

£35, €46, 350dkr, 420skr,
390nkr, 175zl, USA \$60,
Can \$70, AU \$100, NZ \$115,
¥8,000, 350rbm, HK\$475,
RM215, SG\$85

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NEW RELEASES: SYLVANETH

KURNOTH HUNTERS

The speartip of the Everqueen's new war against the enemies of the Sylvaneth, the Kurnoth Hunters are indomitable warriors capable of tearing a Blood Warrior asunder with their bare hands. Utterly dedicated to their goddess-queen, they are Alarielle's foremost scouts, hunters and bloody-handed executioners.





Echoing the forms of the mighty Treelords, the Kurnoth Hunters loom over their Noble Spirit kin as a mighty oak stands over lithe, green saplings. Equally skilled with greatsword, scythe and greatbow, they are the right hand of the Everqueen, her most-trusted huntsmen and executioners. Emerging from the soulpod groves not long after Alarielle took up the Spear of Kurnoth, they march in the vanguard of the Everqueen's wars of reconquest, ranging far and wide as the Queen of the Radiant Wood's foremost scouts and spies, her terrible and bloody vengeance. With an agility and grace that belies their bulky forms, they can pass unseen and undetected through even the most heavily-guarded terrain, waiting with a hunter's patience for the perfect moment to lay waste to their foes. Led by the venerable Kurnoth Huntmasters, there is little that can hamper or evade these mighty agents of the Everqueen.

The Kurnoth Hunters are adept with a broad variety of weapons and, as such, you can choose to arm the three that come in

this kit either with long-handled Kurnoth scythes akin to those carried by the Branchwyches, the leaf-shaped Kurnoth greatswords (whose design evokes the mighty blades wielded by the Spirits of Durthu), or the Kurnoth greatbows, mighty ranged weapons whose designs echo the weapons of the ancient (or perhaps mythical) Protectors of the world-that-was. Those who carry these mighty bows are accompanied by a type of spite known as a quiverling, tiny beetle-like imps upon whose backs grow quivers of arcane arrows. More than a source of ammunition, quiverlings will slash at anything nearby that might harm their master.

Whilst the Kurnoth Hunters adore and venerate the Everqueen as their living goddess, they also pay homage to their namesake, the hunter god Kurnoth. Whilst most Sylvaneth may observe his rites, the overt worship of the hunter god by the Kurnoth Hunters has sparked the ire of traditionalist Sylvaneth, and stoked the fires of suspicion at these newcomers to the ranks of the wargroves... ☀

Should an enemy war leader be considered too dangerous to live, or a great and terrible foe of the Sylvaneth is found, the Kurnoth Hunters have been granted royal dispensation to call a Wild Hunt. A Wild Hunt, once started, compels all Sylvaneth to lend any and all aid to the Hunters' task, not stopping until the quarry lies dead at the Kurnoth Hunters' feet. Few can evade their wrath and, aided by the Spite-Revenants and Drycha Hamadreth, even the Arcanites of Tzeentch are naught but sacrifices to Kurnoth when his Hunters are summoned to their bloody work.

KURNOTH HUNTERS

3 Citadel miniatures

£35, €46, 350dkr, 420skr,
390nkr, 175zl, USA \$60,
Can \$70, AU \$100, NZ \$115,
¥8,000, 350rbm, HK\$475,
RM215, SG\$85

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1

1 A Kurnoth Hunter armed with a scythe. His predatory grin suggests dark intentions.

2 The Kurnoth Hunters are led by a Huntsmaster. A crown of branches on his head marks him out as the unit leader.

3 Leaves and vines sprout from the Hunters' legs.

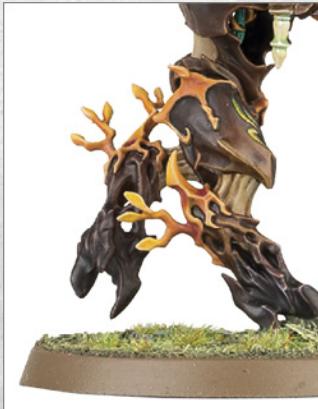
4 The box contains seven spites to decorate your Sylvaneth units.

5 The two-handed scythes wielded by the Kurnoth Hunters carry the hallmarks of Sylvaneth craftsmanship.

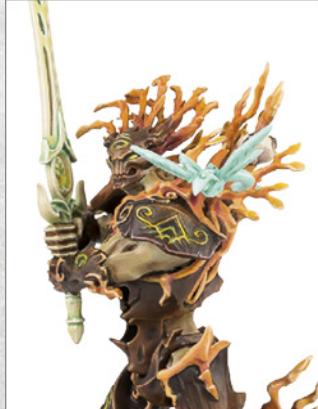
6 Fungi can be seen growing across the Hunter's lumbering form.

7 Hunters' bodies, like the trees they live amongst, are warped and gnarled.

8 An insectile quiverling, which serves as a living, ambulatory quiver.



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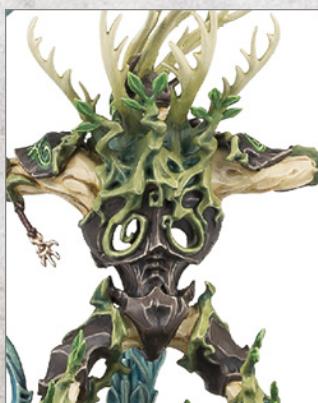
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NEW RELEASES: SYLVANETH

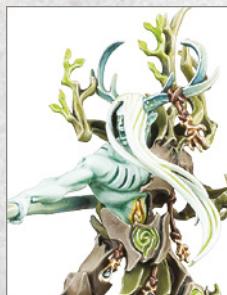
TREE-REVENANTS

The warrior caste of the Sylvaneth clans, Tree-Revenants are selfless defenders of their kin, said to be blessed with resemblance to the mythical Protectors of the world-that-was. Armed with enchanted blades, they march to war like their mysterious forebears.



The fighting warriors of the Sylvaneth Households, the Tree-Revenants are a dour and taciturn breed. Tasked with defending their Forest Folk kin, in these dark times they have become the core of the Sylvaneth wargroves. The delicate, smooth-barked forms of the Tree-Revenants and their curious weapons and accoutrements are all in homage to the Protectors, the now-mythical selfless warrior-guardians of a past that may never have actually existed.

The five Tree-Revenants can be assembled with enchanted blades, and one among them may be elevated to the rank of Scion. Furthermore, one may bear a set of waypipes to better walk the spirit paths, and one may carry a glade banner, in homage to their mythical ancestors. ☾



1 Tree-Revenants are led by noble Scions.

2 The Tree-Revenants are said to resemble their mythical predecessors.

3 The enchanted blades echo those of the Protectors of myth.

4 Waypipes allow Tree-Revenants to traverse the spirit paths.

TREE-REVENANTS

5 Citadel miniatures

£22.50, €29, 230dkr, 270skr,
250nkr, 115zl, USA \$37,
Can \$45, AU \$65, NZ \$75,
¥5,200, 230rb, HK\$305,
RM140, SG\$55

PRE-ORDER: **NOW**
RELEASED: **09/07/16**

NEW RELEASES: SYLVANETH

SPITE-REVENANTS

The Spite-Revenants are a cruel reflection of the Forest Folk, vicious and spiteful beings of infinite hate. Incurably insane, they strike from the shadows of the Wyldwoods, falling on the enemies of the Everqueen in a nerve-shredding cacophony of shrieks and hisses.



- 1 The Spite-Revenants rip and tear their foes with ferocious talon and claw.
- 2 The Spite-Revenants' talons echo the design of the Talon of Dwindling.
- 3 The almost-human visage of the Spite-Revenants belies their vile malice.
- 4 The Spite-Revenants' forms are as gnarled and black as their heartwood.

The Tree-Revenant boxed set can also be built as Spite-Revenants, vicious and cruel creatures whose minds only know a churning nightmare of insanity. Armed with naught but their shredding talons and far-too-wide mouths replete with needle-sharp teeth, one of the five Spite-Revenants can be assembled as a Shadestalker, the most deranged and vicious of their kind, save the self-styled Queen of the Outcasts, Drycha Hamadreth.



SPITE-REVENANTS

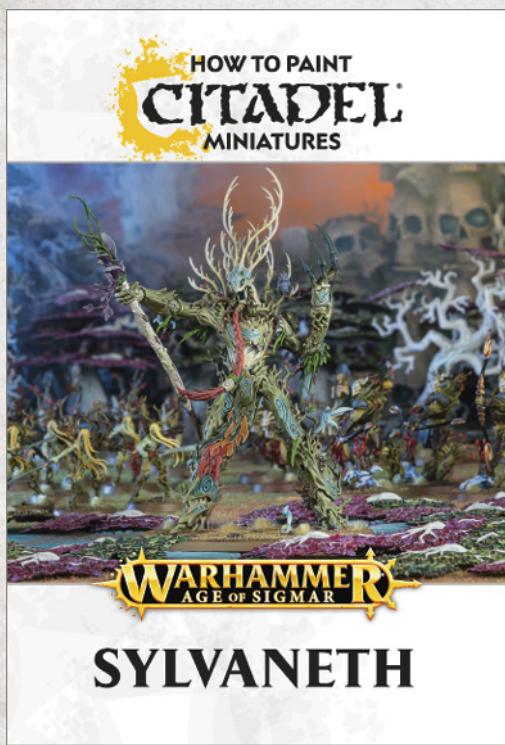
5 Citadel miniatures

£22.50, €29, 230dkr, 270skr,
250nkr, 115zl, USA \$37,
Can \$45, AU \$65, NZ \$75,
¥5,200, 230rb, HK\$305,
RM140, SG\$55

PRE-ORDER: NOW
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The most monstrous of Alarielle's children, the Spite-Revenants are so twisted they are capable of acts of barbarity even the most embittered Dryad would baulk at. Mustering in the forgotten places of the Sylvaneth's realms in numbers that rival the Households, just where the Spite-Revenants come from is a mystery... ☺

HOW TO PAINT SYLVANETH



Not sure how to paint your new Sylvaneth models? Then this painting guide is the book for you.

An invaluable painting resource, this 32-page book is packed with useful advice, stage-by-stage guides and top tips on how to paint your Sylvaneth.

Inside you'll find colour schemes for nine Sylvaneth Clans, ranging from the verdant Harvestboon to the sinister Dreadwood Outcasts. Each guide shows you two ways to paint your miniatures, using either layering or drybrushing, with a list of essential paints for each colour scheme. The guide also explains how to apply each painting technique with pictures showing you what the effect should look like at each stage. If you're new to painting, this book is invaluable, though even experienced painters will find inspiration and useful tips within its pages. ☺

For more painting advice, why not check out the Warhammer TV YouTube channel. There you'll find painting guides for dozens of miniatures, including Dryads, Tree-Revenants, the Spirit of Durthu and even the new Alarielle. Head over to www.youtube.com/GamesWorkshopWNT to see all the latest videos.

Alternatively, head over to the Games Workshop website and you'll find a video link on each of these models' product pages.

HOW TO PAINT SYLVANETH

32 pages, paperback

£6, €8, 60dkr, 70skr, 65nkr,
30zl, USA \$10, Can \$12,
AU \$17, NZ \$20, ¥1,400,
60rmb, HK\$80, RM35, SG\$15

**PRE-ORDER: NOW
RELEASED: 09/07/16**

LEGENDS OF THE AGE OF SIGMAR: SYLVANETH



Five great stories, one hefty hardback book. Ideal reading for fans of the Sylvaneth.

This excellent quintet of short stories is the perfect companion to Battletome: Sylvaneth and the All-gates book, adding an immense wealth of background to the Sylvaneth faction.

The five stories, by four of Black Library's most prolific wordsmiths, explore the culture, lives and emotions of the Sylvaneth. Many feel bitterness towards the Stormcast Eternals that fight in Ghyan (namely, the Hallowed Knights), while others welcome their intervention in their war against Nurgle's armies and their aid in protecting the soulpods. The star of the book, though, is Great Shaddock, one of the mighty Spirits of Durthu in Rob Sanders's tale 'The Splintered'. He is one very angry Sylvaneth! ☺

By Various Authors

Hardback | 192 pages

FURTHER READING

Sylvaneth is the latest book in the Legends of the Age of Sigmar series, following *Black Rift*, *Skaven Pestilens* and *Fyreslayers*. These books are a great way to learn more about specific armies, really delving into the background of a particular force and bringing them to life.

LEGENDS OF THE AGE OF SIGMAR: SYLVANETH

192 pages, hardback

£15, €20, 145dkr, 175skr,
175nkr, 74.95zl, USA \$24,
Can \$25, AU \$27, NZ \$31,
¥1,750, 120rmb, HK\$205,
RM95, SG\$35

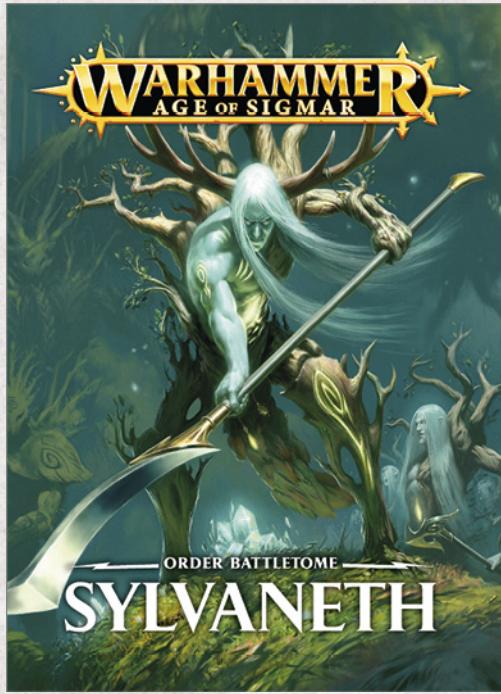
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NEW RELEASES: ORDER BATTLETOME

SYLVANETH

The wargroves march against the foes of Order as the Everqueen calls her children to war!
Jammed to bursting with rules and content you cannot get anywhere else, Battletome: Sylvaneth is a must-have for any Sylvaneth aficionado, new or old.



The cover of the new battletome depicts one of the Tree-Revenants, Sylvaneth warriors whose form echoes the ancient Protectors, selfless warrior-guardians of the world-that-was.

Alarielle the Everqueen has called the Sylvaneth to war against the wretched forces of Chaos. Inside this battletome is the history of the Sylvaneth, from the dark days of the Age of Chaos to their triumphant return under the Everqueen reborn, and information about the exciting new units and characters, from the noble Tree-Revenants to the insane Drycha.

This battletome is also the first of a new breed stuffed with a whole host of exclusive rules for using an army entirely composed of Sylvaneth, with new Command Traits, Artefacts of Power for heroes and wizards, and even a Spell Lore of six new spells unique to Sylvaneth spellcasters. There are also rules to field the seven Sylvaneth Wargroves, each with its own character and unique abilities. If you've ever wanted to field an entire army of the Children of Alarielle, this is absolutely essential! ☺

ORDER BATTLETOME: SYLVANETH

144 pages

£30, €39, 300dkr, 380skr, 380nkr, 150zł, USA \$50, Can \$60, AU \$83, NZ \$98, ¥6,900, 300rmb, HK\$410, RM185, SG\$70

PRE-ORDER: NOW

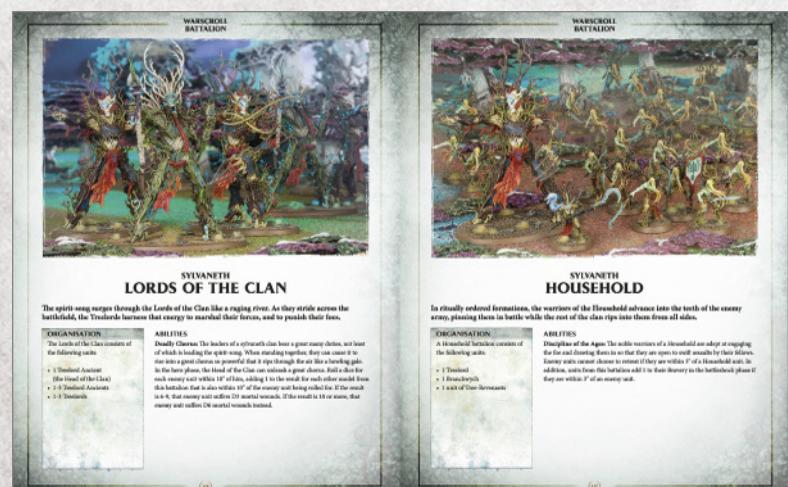
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1 The history of the Sylvaneth race is covered in detail, from Alarielle's flight from Chaos to her nascent crusade of reconquest in the Realm of Life.

- 2 There's in-depth background on all the multifarious branches of the Sylvaneth race, such as the Noble Spirits, the Forest Folk and the twisted Outcasts.

- 3 The battletome also includes 14 warscroll battalions, from the noble Lord of the Clans, to seven unique warscroll battalions representing the key Sylvaneth clans.



NEW RELEASES: WARHAMMER AGE OF SIGMAR

THE REALMGATE WARS: ALL-GATES

After Quest for Ghal-Maraz, after Balance of Power, after Godbeasts, comes The Realmgate Wars: All-gates, the exciting conclusion to this first story arc of Warhammer Age of Sigmar. Will Sigmar's crusade succeed or will the Everchosen reign triumphant?



The cover of *The Realmgate Wars: All-gates* depicts the snarling face of an Ironsuns Megaboss while, below him, Archaon and his forces do battle with the Stormcast at the Mercurial Gate.

All-gates is the action-packed finale to the Realmgate Wars, concluding the first story arc for Warhammer Age of Sigmar. Taking the initiative, Sigmar gathers his allies and his Stormcast Eternals and seeks to seal the mighty All-gates, the portal that traverses all of the Mortal Realms. The action takes place in the Realms of Ghyan, Ghur, Aqshy and Chamon, as the forces of Order and Destruction clash with the Everchosen's Chaos hordes. In the Realm of Life, the Sylvaneth of the Everqueen Alarielle seek to cleanse the land of Nurgle's vile taint and slay the wretched Glottkin, whilst in the Realm of Metal, Sigmar's chosen warriors ally with Fyreslayer mercenaries to bring down the walls of the Ironholds and secure the Mercurial Gate. In Ghur, the Stormcast sent to ally with the Ironjawz warclans find themselves caught between their potential allies and the Crawlersforts of Chaos, and in Aqshy, Vandus Hammerhand and the Hammers of Sigmar do battle with the scions of Khorne to wrest the realm forever from the Blood God's grasp. As war utterly consumes the Mortal Realms, will the All-gates remain firmly in Archaon's grip? Or will the Mortal Realms start to slip from the Everchosen's grasp?



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- 1 The Realmgate Wars: All-gates opens with the story of the Realmgate Wars so far, providing a quick summary of Warhammer Age of Sigmar as it stands.
- 2 From Nurgle-wracked Ghyan to the wilds of Ghur, the narrative of All-gates heads from realm to realm, spinning an epic tale of honour, betrayal and bloodshed.
- 3 All-gates also includes 11 battleplans, allowing you to recreate the events of the book, and adds more variety to your games of Warhammer Age of Sigmar.

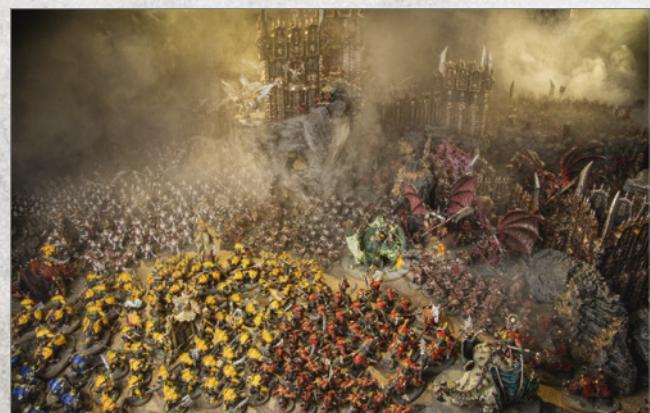


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► All-gates is the fourth volume in the Realmgate Wars series, chronicling the events of Sigmar's latest offensive against the forces of Chaos, seeking to seal the All-gates from the legions of the Everchosen. It's a massive volume, loaded to the gunwales with jaw-dropping artwork depicting the savage battles for the All-gates, inspiring fiction spinning tales of heroes, villains, gods and monsters caught up in an ever-twisting conflict of base slaughter and dauntless heroism, and awesome battle shots of beautifully painted Citadel miniatures.

Not only is this supplement absolutely packed to the seams with background, artwork and fiction to inspire and enthrall you, it's jam-packed with enough gaming material to keep you and your friends entertained for months. Just to start with, there's 24 (yes, that's right, 24!) warscrolls depicting the key characters and units of the factions depicted in All-gates, from Archaon to Alarielle the Everqueen and the Celestant-Prime. On top of that, there are 11 warscroll battalions to recreate the

trademark formations like the Stormcast Azyrite Hunt-Teams, Fyreslayer Underborers and the Tzeentchian Ironguard. And if that wasn't enough, there's 11 battleplans allowing you to recreate the key battles from All-gates, or spice up your own games of Warhammer Age of Sigmar. Finally, there's four sets of Times of War rules to add ever-more variety to your battles, from campaign rules to Regiments of Renown!

And all of that's not even mentioning the seven painting guides, including three to help paint up your own Realm of Battle boards and terrain features.

More than merely the climax of the first story arc of Warhammer Age of Sigmar, All-gates is a gaming supplement no hobbyist should be without. Whether you're a connoisseur of the background, hungry for ever-more gaming material, or want some painting inspiration, The Realmgate Wars: All-gates has it all. The only question left is just where the saga of the Mortal Realms will go next... ☺

- 1 The Sylvaneth clash with the forces of Nurgle in the Realm of Life.
- 2 Seven painting guides are included, covering the key factions of All-gates.
- 3 The book covers the four key campaigns that make up the finale of the first chapter of Warhammer Age of Sigmar.
- 4 The heroes and villains of the Age of Sigmar are in attendance.
- 5 The supplement also includes amazing photos of armies of Citadel miniatures.

THE REALMGATE WARS: ALL-GATES

304 pages, hardback

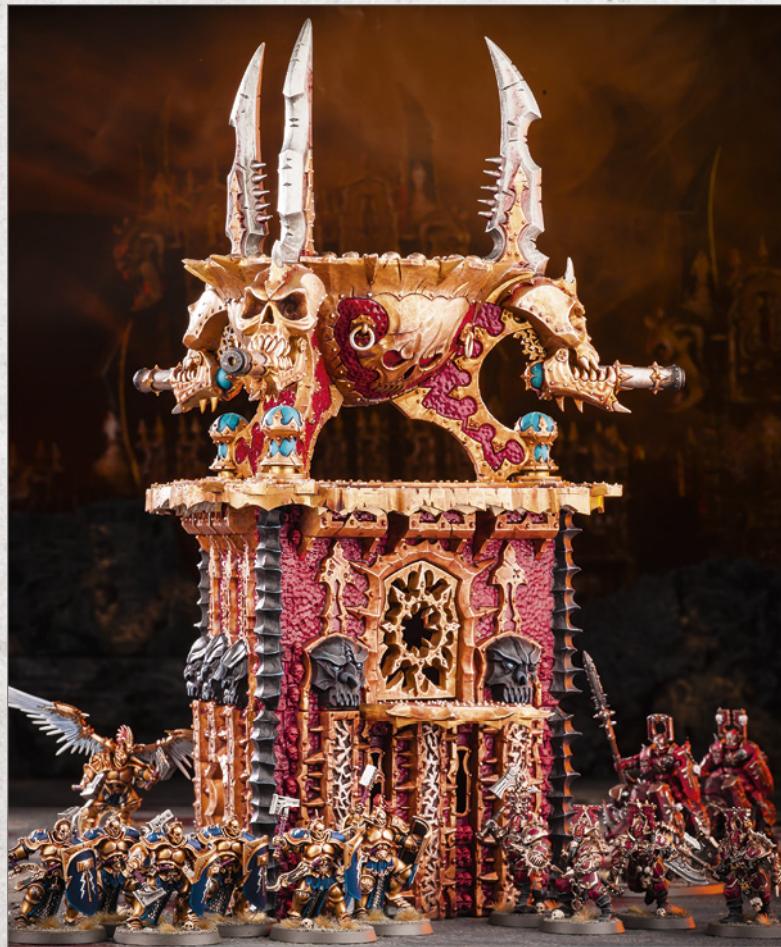
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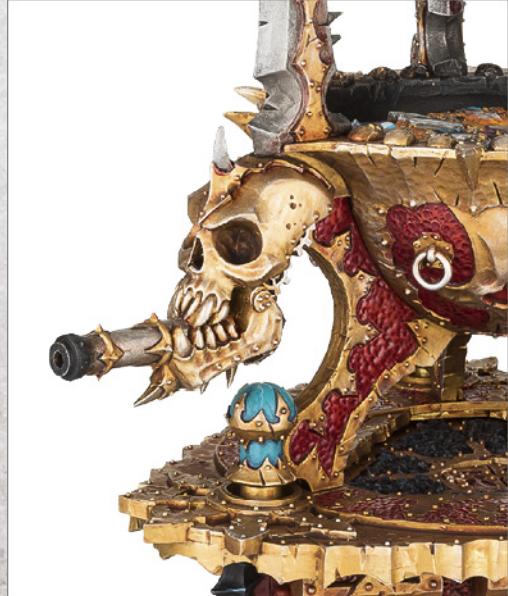
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1

In an issue packed with flammable tree-spirits, the Dreadhold Crucible is the perfect solution, a monstrous tower that fires flaming gouts of molten metal.

The Dreadhold Crucible is a monstrous brass-clad tower, a symbol of Khorne's hatred for magic and mortal heroes, it's eternal fires fuelled by his rage. The tower features a huge basin at its apex held aloft by iron blades. Yet the crucible is no regular pot of boiling oil to be tipped over besieging foes, but a rune-inscribed cauldron containing the molten remains of magical weapons and items. Taken from fallen foes, these arcane swords, sacred relics and magical totems are thrown into the crucible and melted down by Khorne's anger made manifest. When an enemy approaches, this roiling reservoir is fired through the skull-headed bale cannons at the corners of the tower, drowning those who approach it in a torrent of Chaos-tainted liquid metal. The great news is, this plastic terrain piece is fully compatible with the other buildings in the Chaos Dreadhold range, enabling you to integrate it into a larger fortification. ☺



2

SYLVANETH DICE

Wood you believe it, it's a pack of Sylvaneth dice made from real tree with a hint of arboreal magic.

No army is complete without its own set of dice for those all-important dice rolls, and the Sylvaneth are no exception.

There are 20 wooden dice in this set, all contained in a clip-locked plastic box to stop them escaping into the Realm of Life when you're not looking. Each dice is varnished and displays visible wood grain, making every dice unique. Numbers are represented by bright blue spots the same colour as the lamentiri seeds carried by many Sylvaneth. The one, however, has been replaced by a Sylvaneth character, an aelfen rune often used to symbolise stealth, secrets, strength and justice.

For those of you worried you'll anger the Sylvaneth by rolling dice made out of their arboreal kin, don't worry. These little wooden number cubes aren't made from good Sylvaneth, but rather house the souls of the evil, disobedient ones... ☺



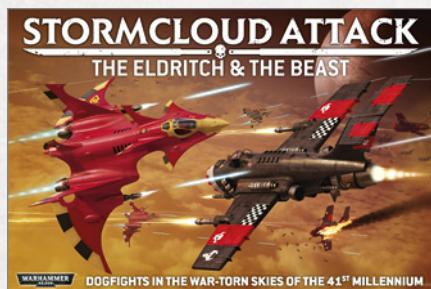
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PAINT SPLATTER

Paint Splatter provides handy tips and stage-by-stage painting guides for the week's key releases. This week, it's a Tree-Revenant from the Oakenbrow Clan.

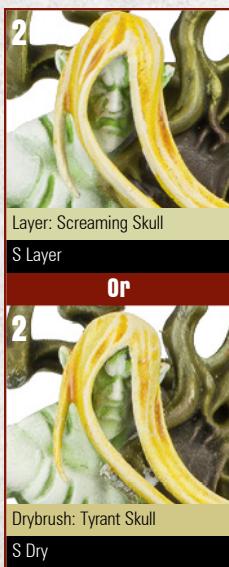
The Tree-Revenants of the Oakenbrow Clan have a distinctly autumnal feel, with dark, moss-covered limbs and boughs and leaves turning to red. This is in sharp contrast to their pale skin, which is a ghostly, otherworldly green.

This colour scheme is best achieved with a Corax White undercoat, enabling you to do most of the work on your models with Shades and Glazes. As you can see to the right, some of the stages don't even start with a basecoat, but involve painting a Shade or Glaze straight over the undercoat. This will provide an ethereal combination of both shading and tone. A top tip here is to make sure that your Corax White undercoat is neat and even across the whole model, as any bare plastic will really show up if you try to apply a Shade over it.

LAYER



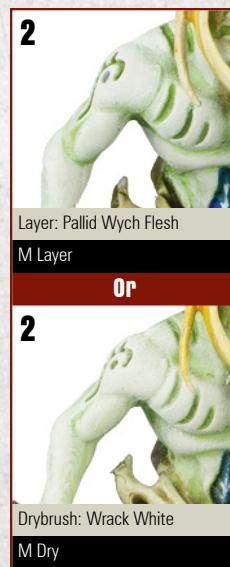
Lustrous Locks



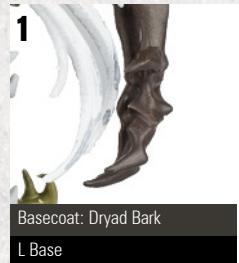
DRY



Ethereal Skin



Oaken Boughs



For many of the areas on these models, you have the choice of using layering or drybrushing techniques. To the left, you can see examples finished using each of these techniques.

There are two end stages for each colour in this guide, a layer and a drybrush. Both painting techniques are equally valid – layering is neater, while drybrushing picks out the textures on the model more easily. You could even use different techniques on different parts of a model.

For the Oakenbrow Clan, most of the colours are harmonious greens, yellows and browns with two exceptions. The red leaves provide contrast on the miniature, while the Lamentiri Seed has been painted blue to match those on every other Sylvaneth model. ☺

Autumnal Leaves



1
Basecoat: Khorne Red

S Base



2
Wash: Fuegan Orange

M Shade



3
Layer: Wild Rider Red

S Layer

Or



3
Drybrush: Astorath Red

S Dry

Ancient Metal



1
Basecoat: Balthasar Gold

S Base



2
Wash: Agrax Earthshade

M Shade



3
Layer: Runefang Steel

S Layer

Or



3
Drybrush: Necron Compound

S Dry

Enchanted Blade



1
Basecoat: Celestra Grey

L Base



2
Wash: Coelia Greenshade

L Shade



3
Layer: White Scar

M Layer

Or



3
Drybrush: Praxeti White

M Dry

Mossy Limbs



1
Wash: Athonian Camoshade

L Shade



2
Layer: Ogrym Camo

M Layer

Or



2
Drybrush: Underhive Ash

M Dry

Lamentiri Seed



1
Basecoat: Caledor Sky

S Base



2
Layer: White Scar

S Layer

Or



2
Drybrush: Praxeti White

S Dry

HOW TO USE THIS GUIDE

These pages offer clear stage-by-stage guides to painting your models, by breaking down each area of the miniature into a series of stages and showing the paints and techniques used in each.

Each stage includes the following:

Photograph: These show exactly what has been done – study the pictures before you paint to see where you’re applying the colours and what they should look like. Remember to look for similar areas of the model and do these at the same time.

Technique & Paint: The coloured bar names the technique shown in the picture, along with the Citadel Paint used.

Brush: We name the Citadel Brush used – the name here is exactly what you’ll find on the Citadel Brush, making it as easy as possible to identify the right one.

HALL OF FAME

The Citadel Hall of Fame is a celebration of the finest miniatures in the world, a collection of iconic models recognised for their ground-breaking designs. This month, it's the ultimate in Tau battlesuit technology, the mighty XV104 Riptide.



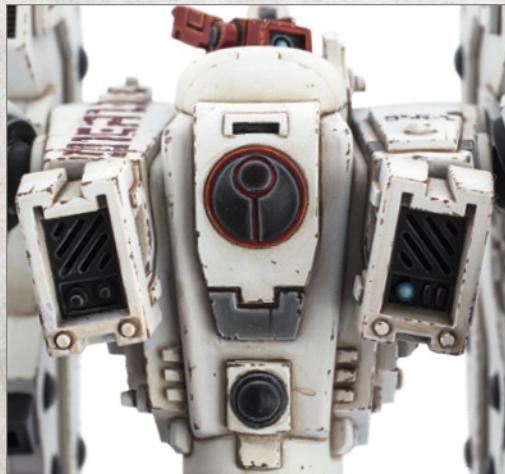
TAU EMPIRE XV104 RIPTIDE

The Riptide made its first appearance in April 2013, a new class of battlesuit in the Tau Empire's arsenal. It proved to be an instant hit (who'd have thought giant robot war machines with huge guns would be so popular?) and nowadays it's rare to see a Tau army without at least one Riptide in it. Here we chat to Matt Holland, the man behind the Riptide's design, to find out more about it.

"The Tau range, particularly the Crisis Battlesuits, have always been really popular models," says Matt. "Our goal was to come up with a new design that was clearly an evolution of them, but distinctly different and a whole lot bigger. It needed to look imposing and massive in stature without anything else standing next to it for scale. You can look at the model to the left and understand immediately that it's

big, just by its proportions – the size of its gun, its huge legs, its small head relative to its armoured body, and so on.

"The Riptide proved to be immensely important for us because it helped us categorise the battlesuit family and define the roles of each suit. It also helped bring to light what it means to be a battlesuit pilot – it's about honour, nobility and selflessness. The Riptide shas've really is the dashing hero of the Tau Empire, willing to sacrifice their life for the Greater Good. Design-wise, the miniature proved that larger battlesuits really were possible. Not only did it help us when we redesigned the Crisis Battlesuits two years later, but it also led to the creation of the Stormsurge. Many of the design elements that didn't end up on the Riptide, such as the ground anchors, found their place on that kit." ☺



1



2



3



4

1 The Riptide's cockpit is flanked by a pair of reactors. The one on the left (the pilot's right) is the unstable nova reactor, which can kill the pilot if over-used. "The nova reactor was a great way to show the constant technological progression of the Tau Empire on a miniature," says Matt. "It shows they're not too concerned about aesthetics, but in getting results."

2 "The Riptide's shield had to look like an up-scaled version of those carried by Crisis Battlesuits, but with a little extra flair. The cut out crescent is where the Riptide rests its gun when shooting."

3 The ion cannon helped define the ion family of weapons in the Tau range. It led to the development of the ion rifles carried by the Tau Pathfinders.

4 Shielded Missile Drones, another sign of the Tau's advanced technology.

WARSCROLL

ALARIELLE THE EVERQUEEN

The ground shudders beneath the tread of the gargantuan wardroth beetle as Alarielle leads the sylvaneth charge. Wherever the goddess' wrathful gaze falls, her foes cower in terror, for there is no mercy in Alarielle's heart towards those who despoil her realm. By turns sorcerer and healer, warrior and protector, Alarielle is the singing heartwood of her race.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spear of Kurnoth	*	1	3+	2+	-2	D6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Talon of the Dwindling	1"	4	3+	4+	-	1
Wardroth Beetle's Great Antlers	2"	5	4+	3+	-2	*

DAMAGE TABLE						
Wounds Suffered	Move	Spear of Kurnoth	Great Antlers			
0-4	16"	30"	5			
5-7	14"	25"	4			
8-10	10"	20"	3			
11-13	8"	15"	2			
14+	6"	10"	1			

DESCRIPTION

Alarielle the Everqueen is a single model. In one hand she bears the deadly Spear of Kurnoth, while the other ends in the Talon of the Dwindling, a dread weapon that chills the souls of any it wounds. She rides an unstoppable Wardroth Beetle, which causes untold ruin with its Great Antlers.

FLY

Alarielle the Everqueen can fly.

ABILITIES

Talon of the Dwindling: A mere touch from the Talon of the Dwindling is enough to wither the spirit and atrophy the body. At the end of the combat phase, roll two dice for each model that suffered wounds from the Talon of the Dwindling but was not slain. If the result exceeds the model's Wounds characteristic, or if you roll two sixes, the model is slain.

Lifebloom: In each of your hero phases, Alarielle calls upon the restorative energies of her realm and heals D3 wounds.

Sweeping Blows: When the Wardroth Beetle attacks with its Great Antlers, you can add 1 to the hit rolls if the target unit has five or more models.

Living Battering Ram: A charging Wardroth Beetle can shake even a mighty fortress to its foundations. If this model ends a charge move within 1" of a terrain feature, each other unit within or on that terrain feature suffers D3 mortal wounds.

Soul Amphorae: With a gesture, Alarielle can summon forth healing pollens and soul seeds from the amphorae arrayed around her mount. Alarielle can do this in the hero phase; if she does so, roll on the table below to determine the effects. If you wish, you can choose a result lower than the one you rolled.

Roll	Result
1-3	Each SYLVANETH model within 30" of Alarielle heals D3 wounds.
4	Set up a unit of 2D6 Dryads.
5	Set up a unit of D6 Tree-Revenants.
6	Set up a Treelord.

Any models you set up must be within 9" of Alarielle, and not within 3" of the enemy.

MAGIC

Alarielle the Everqueen is a wizard. She can attempt to cast three different spells in each of your hero phases, and attempt to unbind three spells in each enemy hero phase. She knows the Arcane Bolt, Mystic Shield and Metamorphosis spells.

METAMORPHOSIS

With a wrathful glare from the Everqueen, the enemy's arms twist into boughs and their feet burrow down to form roots. Metamorphosis has a casting value of 5. If successfully cast, pick an enemy unit within 16" and roll a number of dice equal to the result of the casting roll (e.g. if the casting roll was 6, roll 6 dice). For each result of 4 or more, the unit suffers a mortal wound. If the last model in the unit is slain, you can set up a Sylvaneth Wyldwood in its place. None of the woods can be set up within 1" of any other models or terrain features.

COMMAND ABILITY

Ghyran's Wrath: The fury of the reborn Everqueen knows no bounds. Alarielle can use this ability once per battle. When she does so, you can re-roll all failed wound rolls made for friendly SYLVANETH models until your next hero phase.

KEYWORDS

ORDER, SYLVANETH, MONSTER, HERO, WIZARD, ALARIELLE THE EVERQUEEN

DRYCHA HAMADRETH

Drycha Hamadreth is a blood-soaked destroyer who keenly with psychotic hatred as she tears through her enemies like a raging storm. The self-titled Queen of the Outcasts fights a never-ending crusade to eradicate those she sees as a threat to her race, leaving a trail of corpses both friend and foe in her wake as she rampages across the Mortal Realms.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Colony of Flitterfuries	9"	1	—	See below	—	—
Swarm of Squirmings	10"	1	—	See below	—	—
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Slashing Talons	2"	1*	4+	3+	-1	2
Thorned Slendervines	2"	2D6	4+	4+	-	1

DAMAGE TABLE				
Wounds Suffered	Colony of Flitterfuries	Swarm of Squirmings	Slashing Talons	Thorned Slendervines
0-2	18"	3+	6	—
3-4	15"	4+	5	—
5-6	12"	4+	4	—
7-8	9"	5+	3	—
9+	6"	5+	2	—

DESCRIPTION

Drycha Hamadreth is a single model. A single-minded fighter, she lays about herself with Slashing Talons and flays her enemies alive, however, for she is the very embodiment of Hamadrithil's malice. Her form plays host to either a Colony of Flitterfuries or a Swarm of Squirmings.

ABILITIES

Colony of Flitterfuries: Ravenous Flitterfuries rove out from Drycha in great clouds that darken the sky. When she attacks with her Colony of Flitterfuries, roll 10 dice for each unit within the range shown on the damage table. For each roll of a 6, that unit suffers a mortal wound.

Swarm of Squirmings: At Drycha's command, a Swarm of Squirmings bursts forth to assail nearby foes. When she attacks with her Swarm of Squirmings, pick an enemy unit and roll a dice for each model in that unit that is within 10". For each result that equals or exceeds the number shown on the damage table, the unit suffers a mortal wound.

Mercurial Aspect: Drycha's unpredictable bouts of fury are as famous as her sudden bouts of melancholy. At the start of each battle round, after rolling to see who takes the first turn, roll a dice. On a result of 1, 2 or 3, Drycha is enraged, while on a 4, 5 or 6 she is embittered. Her mood lasts until the end of the battle round.

Enraged: While Drycha is enraged, double the number of attacks she makes with her Slashing Talons. Flitterfuries are sustained by her anger, so you can re-roll any dice that score a 1 if she attacks with her Colony of Flitterfuries.

Embittered: While Drycha is embittered, the sting of agony invigorates her. Subtract two from the number of wounds Drycha has lost when referring to the damage table. Squirmings take delight in her spiteful melancholy, so you can re-roll any dice that score a 1 if she attacks with her Swarm of Squirmings.

Song of Spite: Drycha shares a special kinship with the Outcasts, who seem to emulate her fury. You can re-roll wound rolls of 1 for Spite-Revenants whilst their unit is within 10" of Drycha Hamadreth.

MAGIC

Drycha Hamadreth is a wizard. She can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. She knows the Arcane Bolt, Mystic Shield and Primal Terror spells.

PRIMAL TERROR

Throwing back her head, Drycha gives voice to a deafening scream of anguish and pain. Primal Terror has a casting value of 6. If successfully cast, roll a dice for each enemy unit within 10" of the caster, adding 2 to the result. For each point by which the total exceeds the highest Bravery in that unit, the unit suffers a mortal wound.

BRANCHWYCH

Fearsome warrior matriarchs of the sylvaneth Households, the Branchwyches lead their kin to battle with blasts of sorcery and hissing swings of their scythes. These same dread weapons are used when the fighting is done to harvest the lamentiri from the fallen, thus preserving the memories and souls of the sylvaneth.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Greenwood Scythe	2"	2	4+	3+	-	2
Bittergrub's Mandibles	1"	1	4+	4+	-1	1

DESCRIPTION

A Branchwych is a single model. She wields a Greenwood Scythe, which she swings back and forth to reap the lives of her enemies. She is accompanied by a voracious Bittergrub whose Mandibles can cut through flesh and bone with ease.

ABILITIES

Fury of the Forest: Add 1 to all hit rolls made for this model while she is within 3" of a Sylvaneth Wyldwood.

Quick-tempered: If a Branchwych is wounded in the combat phase, she makes 4 attacks rather than 2 with her Greenwood Scythe for the rest of the phase.

MAGIC

A Branchwych is a wizard. She can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. She knows the Arcane Bolt, Mystic Shield and Unleash Spites spells.

UNLEASH SPITES

Unleash Spites has a casting value of 5. If successfully cast, the Branchwych summons a swarm of malicious spites which spiral outwards to attack those who have displeased her. For each enemy unit within 9" of the Branchwych, roll as many dice as the result of the casting roll (e.g. if the casting roll was 6, roll 6 dice for each unit in range). For each result of a 6, that enemy unit suffers a mortal wound.

KEYWORDS

ORDER, SYLVANETH, HERO, WIZARD, BRANCHWYCH

KURNOTH HUNTERS

The elite of the sylvaneth Wargroves, the Kurnoth Hunters are Free Spirits who fight upon the orders of the Everqueen herself. Strong, swift and incredibly skilled, these warrior spirits embody the power of the hunter god Kurnoth in every blade-swing and bow-shot, picking off their enemies with frightening efficiency.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Kurnoth Greatbow	30"	2	4+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Kurnoth Greatsword	1"	4	3+	3+	-1	2
Kurnoth Scythe	2"	3	3+	3+	-2	D3
Quivering's Vicious Claws	1"	3	4+	4+	-	1

DESCRIPTION

A unit of Kurnoth Hunters has 3 or more models. Some units wield Kurnoth Greatswords, while others bear wicked Kurnoth Scythes. Others attack at range, loosing arrows from Kurnoth Greatbows while their Quivering companions attack nearby enemies with their Vicious Claws.

HUNTMASTER

The leader of this unit is a Huntmaster. Add 1 to the result of any hit rolls for a Huntmaster's attacks.

ABILITIES

Tanglethorn Thicket: At the start of either player's charge phase, Kurnoth Hunters can sprout a thick weave of thorned branches. Until the end of the turn, they cannot move except to pile in up to 1", but you can re-roll failed save rolls for them.

Envoy of the Everqueen: If your general is a SYLVANETH HERO, any Kurnoth Hunters in your army always count as being in range for any command ability the general uses. In addition, any SYLVANETH units within 8" of this unit also count as being in range for any command ability the general uses.

Trample Underfoot: At the end of the combat phase, pick an enemy unit and roll a dice for each Kurnoth Hunter from this unit that is within 1" of it. For each result of 4 or more, the enemy unit suffers a mortal wound.

KEYWORDS

ORDER, SYLVANETH, KURNOTH HUNTERS

TREE-REVENANTS

The Tree-Revenants move with flowing grace, flickering along the spirit paths to carve their way through the enemy ranks. These forest spirits' warrior aspect echoes the Protectors from sylvaneth lore, while their highly ritualised way of war lends them a lethal speed and skill that few enemies can stand against.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Enchanted Blade	1"	2	4+	3+	-1	1
Protector Glaive	1"	2	4+	3+	-1	2

DESCRIPTION

A unit of Tree-Revenants has 5 or more models. They fight with a variety of Enchanted Blades.

SCION

The leader of this unit is a Scion. A Scion wields either a Protector Glaive or an Enchanted Blade. A Scion armed with an Enchanted Blade makes 4 attacks rather than 2.

GLADE BANNER

Models in this unit may bear Glade Banners. Models in a unit containing any Glade Banners can pile in up to 6".

WAYPIPES

Models in this unit may play Waypipes. Instead of moving in the movement phase, a unit with any Waypipes can walk the spirit paths. Remove it from play, and set it up so that all its models are within 3" of a Sylvaneth Wyldwood or an edge of the battlefield, and more than 9" from the enemy.

ABILITIES

Martial Memories: Tree-Revenants are suffused with the echoes of their predecessors' lives, and can draw on centuries of experience when they go to war. Once per phase, you can re-roll a single dice for this unit. This could be one of the dice you roll to see how far it charges, a hit roll, a save roll, a battleshock test, a roll to see whether a model is slain by deadly scenery etc.

KEYWORDS

ORDER, SYLVANETH, TREE-REVENANTS

SPITE-REVENANTS

Where other sylvaneth are graceful and suffused with life magic, the Spite-Revenants are shrieking terrors from the depths of a nightmare. Light and shadow flicker weirdly around these ghastly creatures as they tear and bite at their victims, rending to bloody tatters any who do not simply fling down their weapons and flee.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Cruel Talons and Fangs	1"	3	4+	4+	-	1

DESCRIPTION

A unit of Spite-Revenants has 5 or more models. They need no crafted weapons, tormenting the prey before tearing them apart with their Cruel Talons and Fangs.

SHADESTALKER

The leader of this unit is a Shadestalker. A Shadestalker makes 4 attacks rather than 3 with her Cruel Talons and Fangs.

ABILITIES

Whispers in the Dark: Scenery within 8" of any Spite-Revenants is haunted by susurrating voices which hiss threats in an unknowable tongue. Your opponent must roll two dice when taking battleshock tests for any of their units that are within 3" of such a terrain feature, and use the highest dice result.

Unbridled Malice: Spite-Revenants are rightly feared for the cruel delight they take in granting their prey slow, lingering deaths. Enemy units within 3" of any Spite-Revenants must subtract 1 from their Bravery.

KEYWORDS

ORDER, SYLVANETH, SPITE-REVENANTS

WHITE DWARF'S REGIMENTS OF RENOWN

Our Regiment of Renown this week is Lord Therberax, an Imperial Knight Errant from House Taranis painted by Ian Strickland.

Ian built the skeleton of his Knight and painted it before gluing the armour panels on – a technique that makes painting the Knight much easier. The skeleton was undercoated Chaos Black, then drybrushed with Dawnstone followed by a light stippling of Necron Compound to give it a rough, weather-worn feel.

Lord Therberax's red armour was painted using Mephiston Red spray (with the silver areas covered with masking tape) followed by a wash of Carroburg Crimson, then highlights of Evil Sunz Scarlet and Wild Rider Red. Ian paid special attention to the base of his Knight, using parts from the Large Base Detail kit to bring it to life. Rather than just glue them down, though, Ian pressed Green Stuff onto the base first and pushed the pieces into it so they looked like they were part of the base, not just sitting on top of it. ☺



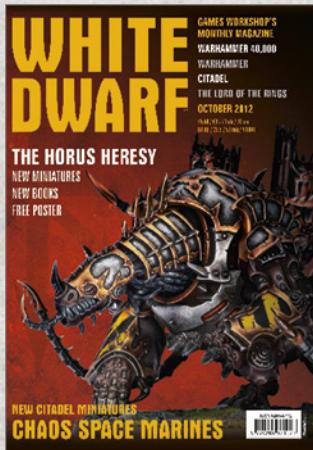
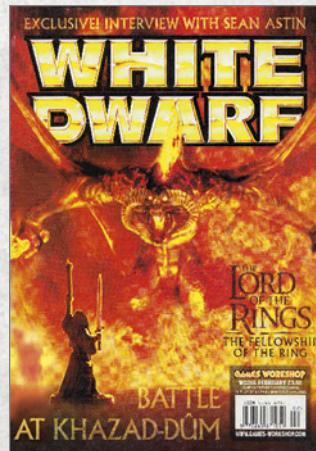
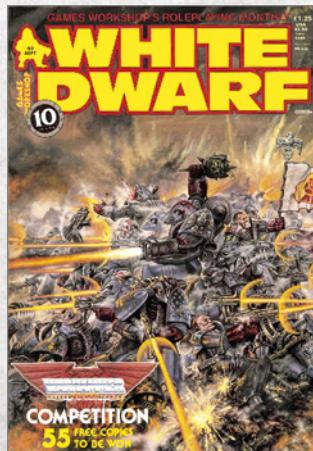
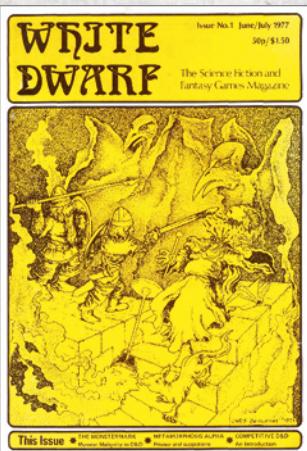
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