

HOW TO PAINT **CITADEL[®]** MINIATURES



SYLVANETH



WARHAMMER

AGE OF SIGMAR

From the maelstrom of a sundered world the Eight Realms were born. The formless and the divine exploded into life. Strange new worlds appeared in the firmament, each one gilded with spirits, gods, and men. Nobles of the gods was Sigmar. For years beyond reckoning he illuminated the realms with light and majesty as he carved out his reign. His strength was the power of thunder. His wisdom was infinite. Mortal and immortal alike kneeled before his lofty throne. Great empires rose and, for a while, treachery was banished. Sigmar claimed the land and sky as his own and ruled over a glorious age of myth.

But cruelty is tenacious. As had been foreseen, the great alliance of gods and men tore itself apart. Myth and legend crumbled into Chaos. Darkness flooded the realms. Torture, slavery, and fear replaced the glory that came before. Sigmar turned his back on the mortals taking dominion, disgusted by their fate. He fixed his gaze instead on the remains of the world he had lost long ago, brooding over its charred core, searching endlessly for a sign of hope. And then, in the dark heat of his rage, he caught a glimpse of something magnificent. He pictured a weapon born of the heavens, a beacon powerful enough to pierce the endless night. An army hewn from everything he had lost. Sigmar set his artisans to work, and for long ages they toiled, striving to harness the power of the stars. As Sigmar's great work neared completion, he returned back to the realms and saw that the dominion of Chaos was almost complete. The hour for vengeance had come. Finally, with lightning blazing across his brow, he stepped forth to unleash his creation.

The Age of Sigmar had begun.



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INTRODUCTION

Made for hobbyists of all levels of experience and expertise, from newcomer to seasoned miniature painter, this book is the definitive guide to achieving exceptional results with your *Warhammer Age of Sigmar* sylvaneth miniatures.

Utilising the warm and sombre Oakenbrow Glade colour scheme, the first section of the guide takes you step-by-step through the entire painting process. It describes the best techniques, brushes and paints to use when basecoating and shading, and how to get the most out of your highlights, whether you're layering for a smooth finish, or drybrushing for quick and effective results. Following these steps will make your models really stand out in the display case, and look fantastic on the tabletop battlefield.

The second part of the guide explores a wealth of alternative colour schemes, including six different examples of Tree-Revenants and three of Spite-Revenants, giving you a

broad panoply of martial clans to choose from, each with their own distinctive appearance.

And of course, once you've mastered these techniques and paint combinations, the possibilities are virtually limitless. By choosing and combining your favourite colours and designs from the schemes in these pages, you can even create a stunning sylvaneth glade of your own.

Besides taking you through the all-important basics of painting sylvaneth, this guide also features sections explaining how to detail your miniatures' bases, paint spites and Kurnoth Hunters, as well as how to paint magical-looking blades using Citadel Glaze paints.

To top it all off, our professional studio painters share a host of tips and tricks that will help you make sure your sylvaneth miniatures look every bit as striking as the spectacular examples you see below.



OAKENBROW TREE-REVENANTS

The subjects of this guide's stage-by-stage section, the sylvaneth of Oakenbrow, are said to have been seeded from the first of Alarielle's soulpods. Ancient and powerful, they have flourished despite the carnage wrought by Age of Chaos, and many clans from this glade have sprung forth throughout the realms. They are proud and noble warriors, and are in many ways kindred spirits to Sigmar's Stormcast Eternals, whom they see as brave and determined allies.

While the stage-by-stage section of this guide describes painting an Oakenbrow Tree-Revenant, the techniques, principles and sequences used can be applied to any of the sylvaneth colour schemes. Keeping each glade's colours and basing styles consistent across your whole sylvaneth army will give your collection a sense of coherence and make it all the more impressive when viewed on the battlefield or in your display case.



A true force of nature, the sylvaneth take on the colours of their lands. The rich hues of the Oakenbrow tell of their origins in the lush and verdant Jade Kingdoms.

PAINTS REQUIRED

UNDERCOAT

Corax White Spray

BASE

Balthasar Gold	Dryad Bark
Caledor Sky	Khorne Red
Celestra Grey	Steel Legion Drab
Death World Forest	

SHADE

Agrax Earthshade
Athonian
Camoshade
Casandora Yellow
Coelia Greenshade
Fuegan Orange

GLAZE

Waywatcher Green

LAYER

Gorthor Brown	Screaming Skull
Ogryn Camo	White Scar
Pallid Wych Flesh	Wild Rider Red
Runefang Steel	

EDGE

Baharroth Blue

DRY

Golfag Brown	Underhive Ash
Sylvaneth Bark	Wrack White
Tyrant Skull	

TEXTURE

Stirland Mud



Essentially, there are two different approaches to highlighting the raised detail on any miniature. The Oakenbrow pictured here has been finished using the drybrushing technique. A straightforward and efficient method, it makes subtle and effective results simple to achieve.



Alternatively, fine lines of Layer paint are applied to the uppermost details and edges for a really impressive and precise appearance. Both are pleasing effects, but it's best to decide on one and then stick to it throughout your collection for a cohesive look to your army.

BASECOATING

After applying an undercoat of Corax White spray to your sylvaneth miniatures, it's time for Citadel Base paints. Delivering bold, intense colour, they provide a solid foundation for the detailed shading and highlighting that follow.

Transfer some paint onto your palette, dip your paintbrush into your water pot, then draw the brush through your paint to thin it. Load the brush to halfway up its bristles. Apply the paint to the model evenly and in moderation, taking care to reach every nook and cranny. You can apply Base paints in a single coat, but two slightly thinned coats will have the advantage of keeping the model's detail beautifully crisp.



M BASE BRUSH

Begin applying the miniature's base colours by painting the sections of brown bark using Dryad Bark.



M BASE BRUSH

Dryad Bark is also used for the talons on the Tree-Revenant's left arm.



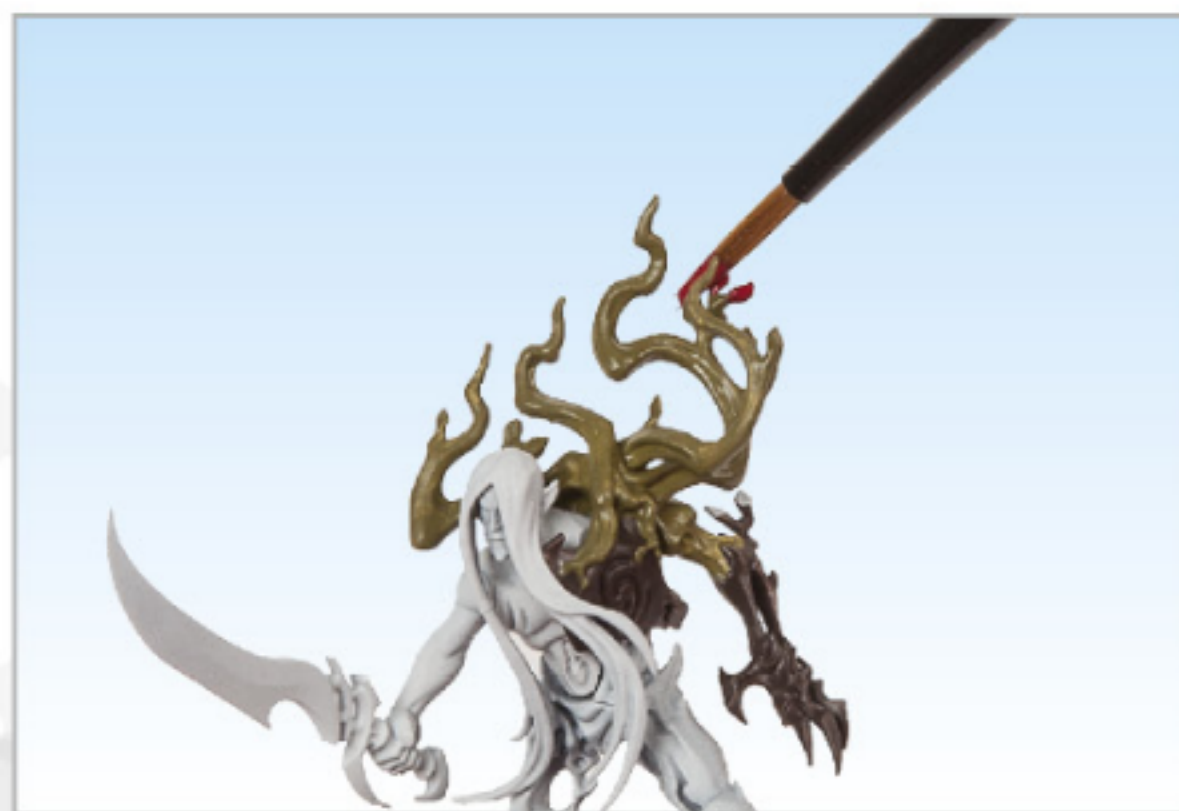
M BASE BRUSH

Now apply Death World Forest to the areas of green bark on the lower legs and feet.



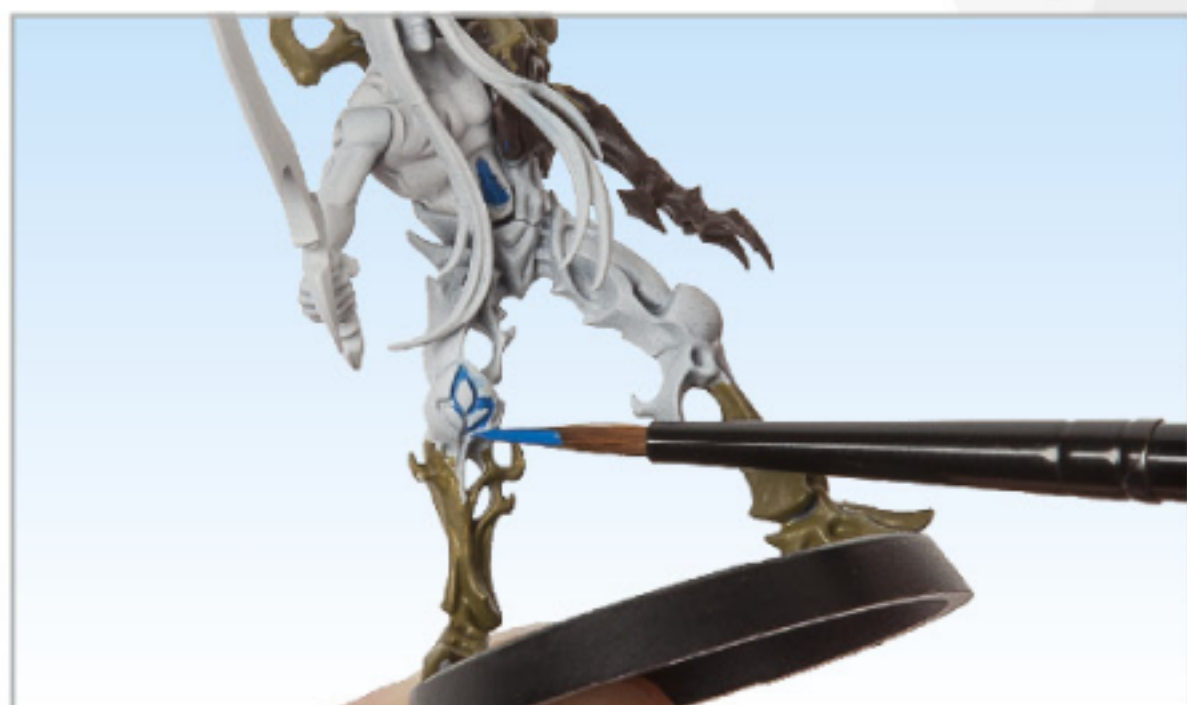
M BASE BRUSH

The branches on the upper torso are also painted using the same Death World Forest colour.



S BASE BRUSH

Carefully pick out the leaves at the tips of the branches with Khorne Red.



S BASE BRUSH

Paint the symbols on the chest and limbs using Caledor Sky.



S BASE BRUSH

The metallic areas on the sword hilt are painted with Balthasar Gold.



M BASE BRUSH

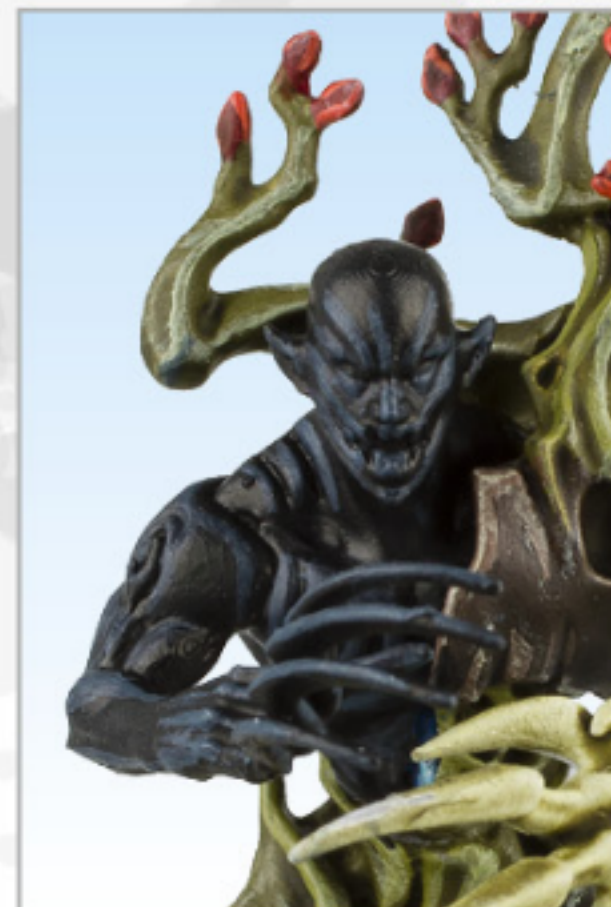
Apply Celestra Grey to the blade of the sword.

SPITE-REVENANT SKIN

The Oakenbrow Spite-Revenants share the majority of their colours with the rest of their glade, differing only in the ominous hues of their skin. First, Abaddon Black is used to basecoat this area.



Carefully apply thin lines of Dark Reaper to the ridges and raised features of the face, arm and hand. Use an S Layer brush for this stage.



Allow the Dark Reaper time to dry, then apply even finer lines of Fenrisian Grey using an XS Artificer Layer brush, allowing a little of the underlying colour to remain visible at the edges.



SHADING

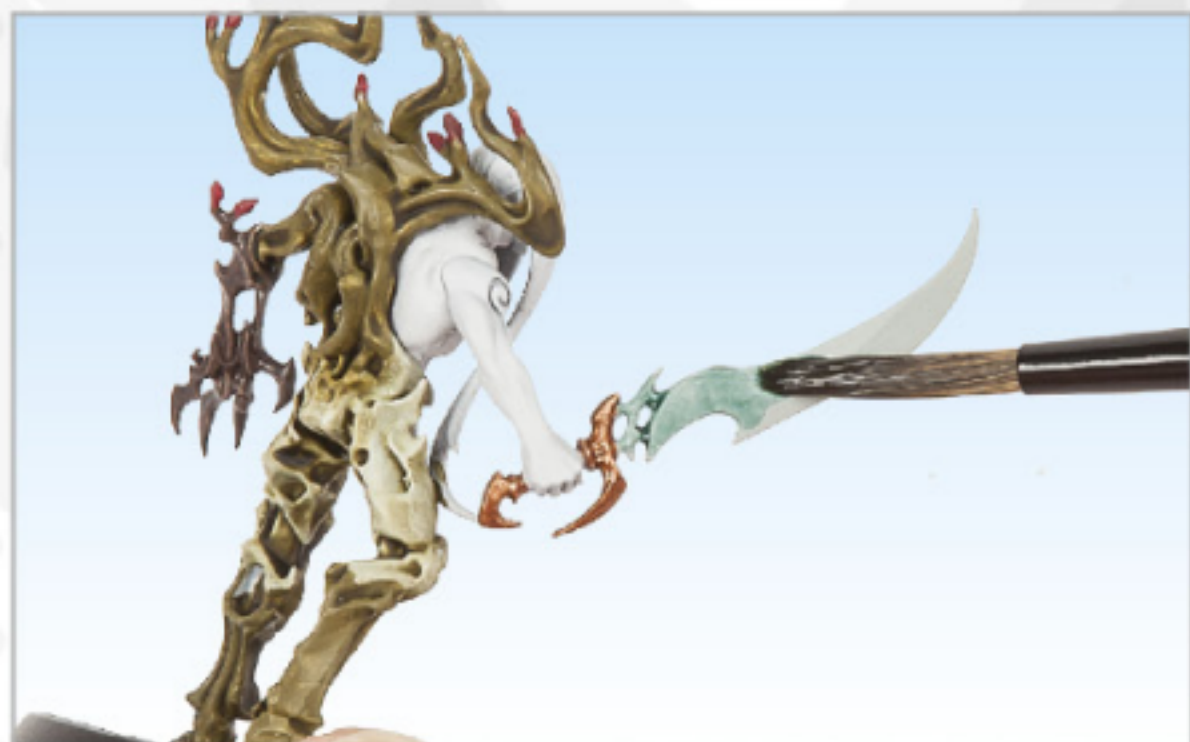
Citadel Shades enhance the miniature's detail. A thinner, slightly translucent paint, these are brushed over the Base colour and coaxed into recesses such as between the ridges of the bark, weapon parts and strands of hair.

Because these features are tiny, they won't catch the light like a full-size object would. So, to an extent, applying a shade is a little like painting shadows and darkness. Shades can either be applied in a focussed way – for example into the design on the chest – or simply brushed all over the area and allowed to run into the recessed features of skin, clothing, blades and, later, the miniature's base.



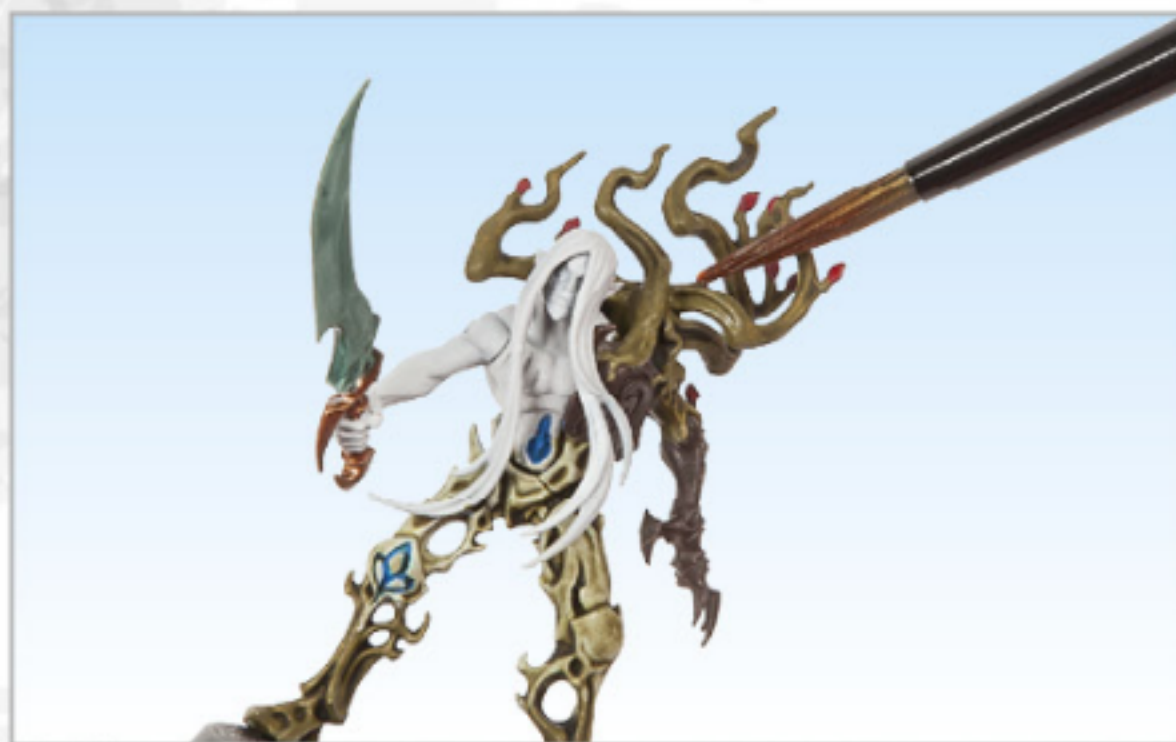
M SHADE BRUSH

1 Apply Athonian Camoshade to the green bark and the remaining areas of unpainted bark.



M SHADE BRUSH

2 Now apply an even coat of Coelia Greenshade to the weapon blade.



M SHADE BRUSH

3 Focussing just on the red leaves, carefully apply Fuegan Orange.



M SHADE BRUSH

4 Now apply Casandora Yellow to the hair, keeping the coverage moderate and even throughout its length.



M SHADE BRUSH

5 The last Shade paint you'll need is Agrax Earthshade – apply it to the gold areas and brown bark.

GLAZING

Wild and otherworldly creatures, the sylvaneth are unique and unmistakable amongst the armies of the Mortal Realms. For the painter, they're a wonderful opportunity to use some particularly exciting colours and techniques.

The sylvaneth's weapons are not manufactured but grown, and they embody the spirit and fury of nature itself. Using Citadel Glaze paints to recreate their appearance is an

enjoyable exercise that works well with all sylvaneth blades. Glaze paint is also perfect for creating the mysterious glowing barkflesh manifested in several of the glades.

BLUE BLADE



1 Begin with Corax White Spray, or apply Ceramite White over an undercoat of Chaos Black.



2 Apply Guilliman Blue Glaze, allowing it to pool at each end to create a crystal effect.



3 Now apply fine lines of Ulthuan Grey to the edges of the sword and along the raised centre.

GREEN BLADE



1 Apply Corax White Spray, or Ceramite White if using a Chaos Black undercoat.



2 Now apply Waywatcher Green. Allow the Glaze to pool at the ends, or build it up in coats.



3 Finish by highlighting the blade with fine lines of Ulthuan Grey applied to the edges and centre.

SKIN



1 To paint the skin, start with an undercoat of Corax White.



2 Now apply an even coat of Waywatcher Green Glaze.



3 Redefine the muscles and raised details with Pallid Wych Flesh.

LAYERING

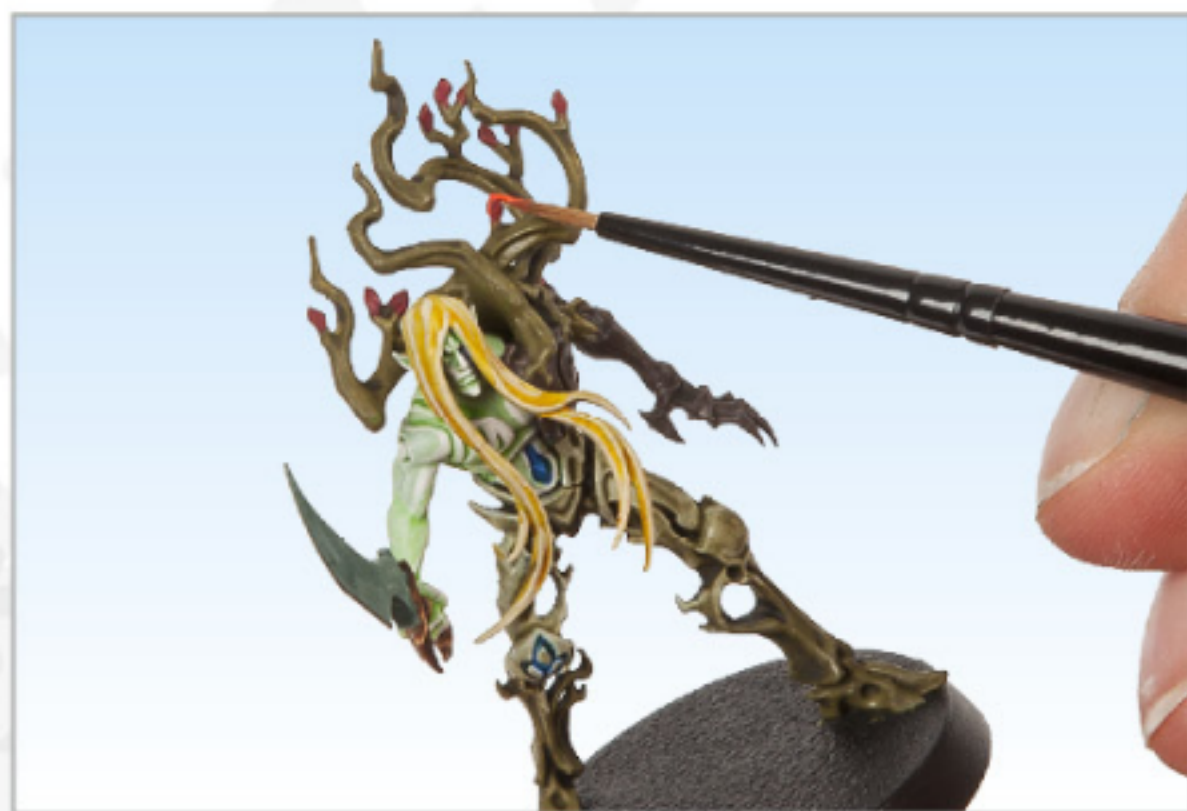
The next step is to apply Citadel Layer paints. These add impact and realism by brightening up the miniature's colour scheme, emphasising its raised details and mimicking reflections or light.

Layer paints are applied as a solid layer or a highlight. The solid layer is painted onto raised areas, brightening these but leaving the Base and Shade paints visible in the recesses. Highlights are applied to the miniature's extremities and edges to simulate the effect of light catching the various surfaces. This often calls for two sets of increasingly fine lines, one of a lighter colour being applied on top of a slightly deeper hue, leaving the outer portion of the first layer visible to create a gentle and natural-looking transition.



S LAYER BRUSH

2 The raised sections of the skin are also painted using Pallid Wych Flesh. Be careful to avoid the recesses.



S LAYER BRUSH

4 Apply Wild Rider Red to the edges of the red leaves.



S LAYER BRUSH

1 Apply fine lines of Pallid Wych Flesh to the facial features, including the cheeks, nose and brows.



KS ARTIFICER LAYER BRUSH

3 Paint highlights onto the hair by picking out the most pronounced strands using Screaming Skull.



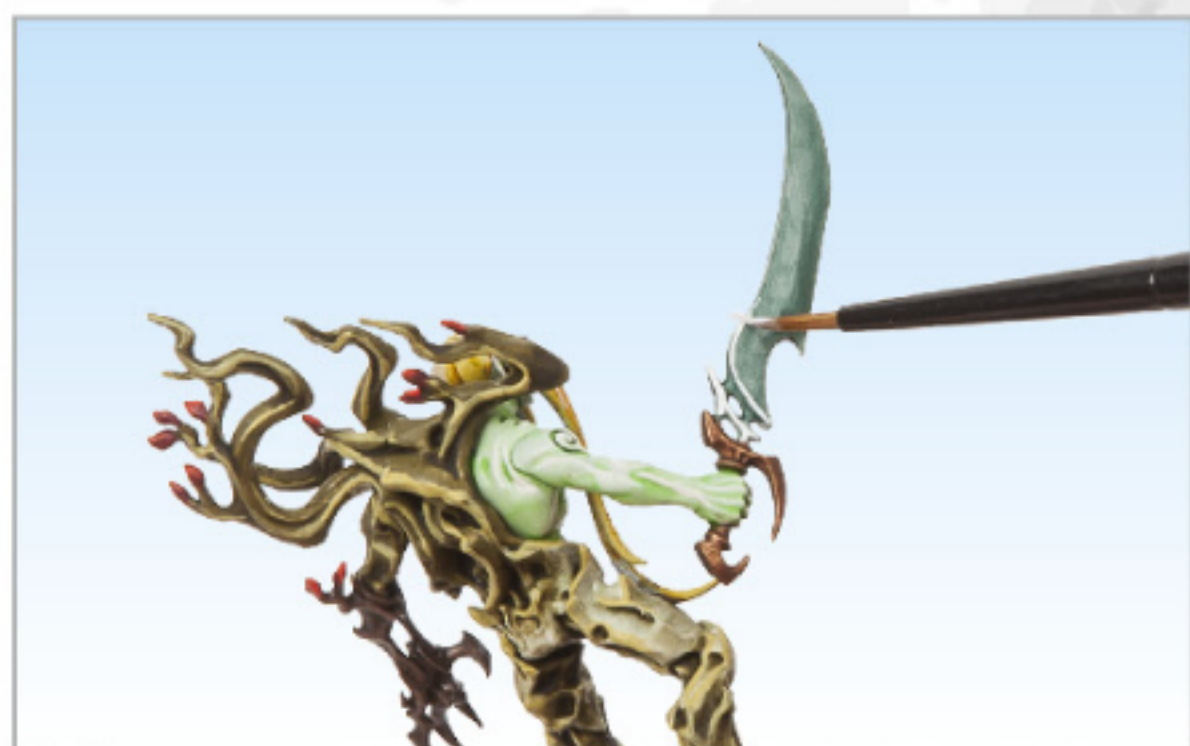
S LAYER BRUSH

5 Now paint the raised sections of the brown bark with Gorthor Brown, avoiding the recesses.



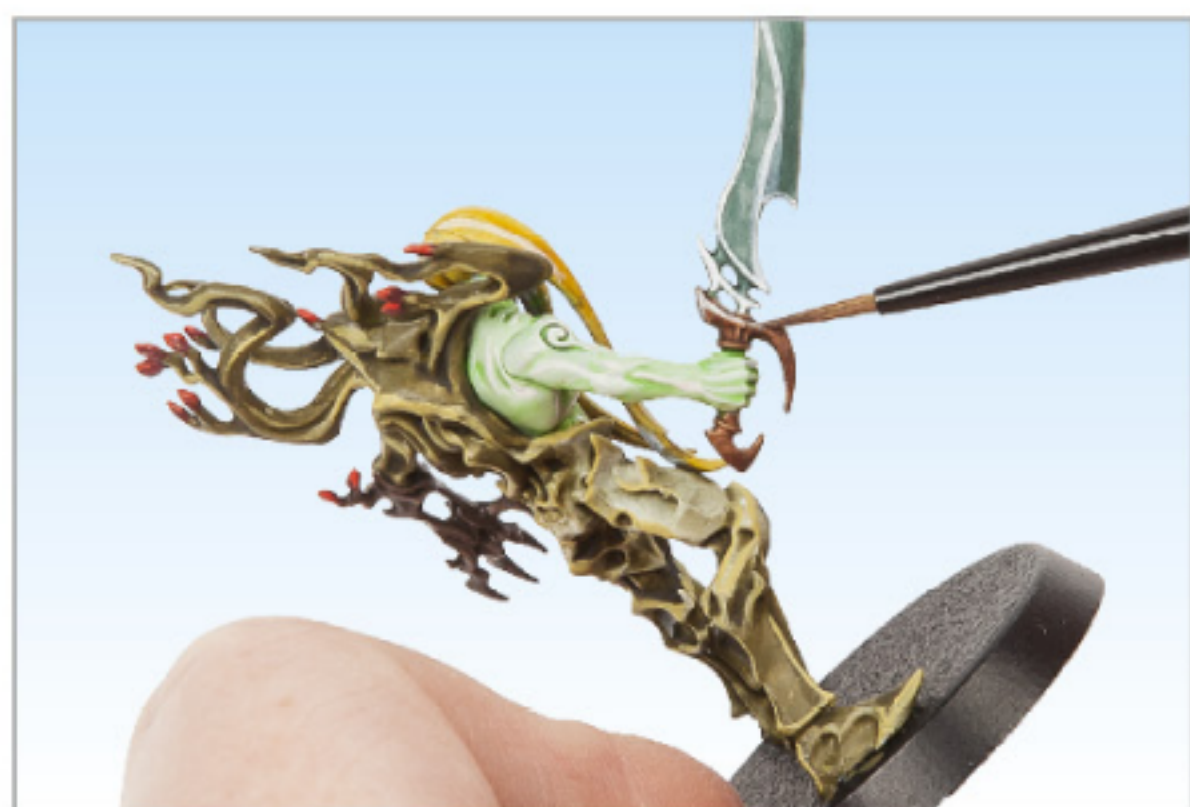
XS Artificer Layer brush

6 Apply the same technique to the green sections of bark using Ogryn Camo Layer paint.



XS Artificer Layer brush

7 Paint flecks of White Scar to highlight the blade and tear design.



XS Artificer Layer brush

8 Now use Runefang Steel to add subtle highlights to the gold areas.

LAMENTIRI

Pictured here on a Kurnoth Hunter, but sharing its hues with the seeds appearing on many sylvaneth, the lamentiri is basecoated with Caledor Sky. This provides an effective contrast to the natural tones elsewhere.



Next, start highlighting the tear by applying Baharroth Blue Edge paint with an S Layer brush. This super-bright blue adds impact and give this detail an almost luminescent appearance.



To finish the highlights, focus on the uppermost features of the detail and use an XS Artificer Layer brush to apply subtle lines of White Scar. Make sure the Baharroth Blue remains visible at the edges.



DRYBRUSHING

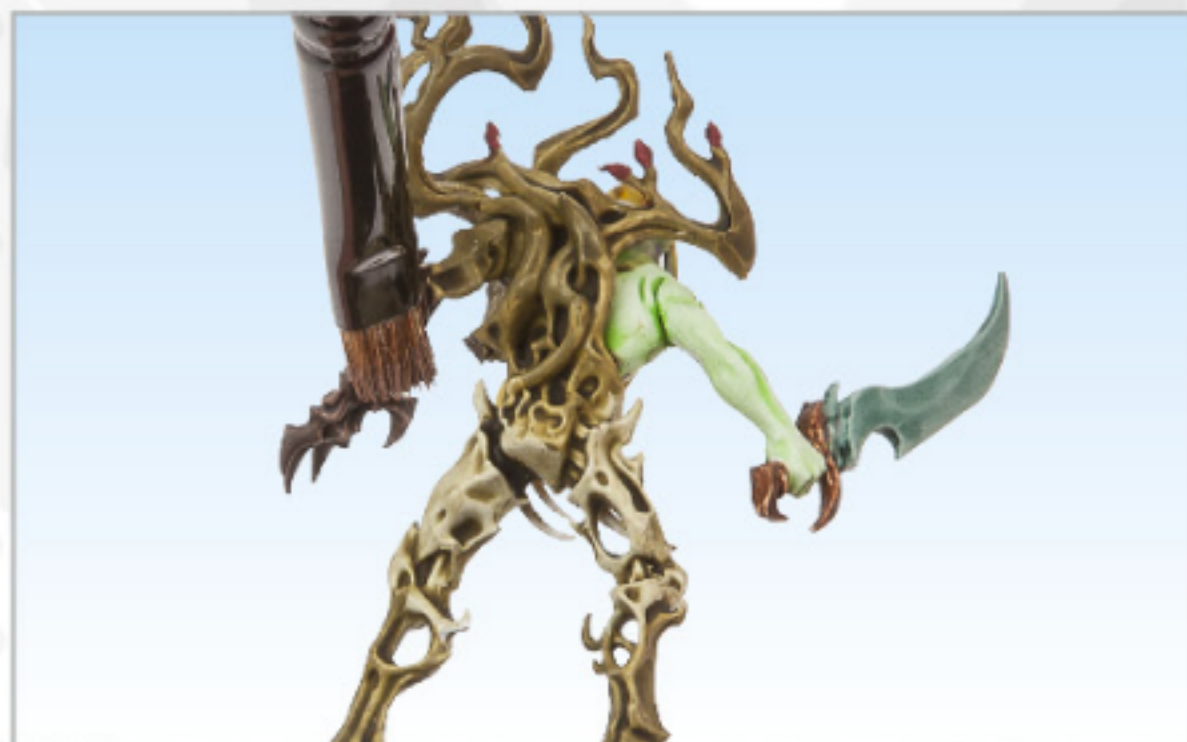
Another effective way to highlight your model is to use the drybrushing technique, which helps to define the model's raised details and textures. It's quick and simple to do using dedicated Citadel Dry brushes and paints.

Drybrushing is both efficient and really straightforward. Take a special Citadel Dry brush – featuring stiff, flat bristles – and load it as lightly as possible. Wipe off any excess paint on some paper towel, then skim the bristles rapidly back and forth across the targeted area. Any detail magically begins to stand out, and as you'll see, a little goes a long way. In this example, we drybrushed lighter colours over the Layer and Base paints used earlier to bring out all the details.



M DRY BRUSH

1 The Tree-Revenants' brown bark even has its own Dry compound. Apply Sylvaneth Bark to these areas.



M DRY BRUSH

2 Apply the effect lightly and simply keep brushing until you're satisfied with the effect.



M DRY BRUSH

3 Next, drybrush the green bark using Underhive Ash, taking care to avoid the surrounding areas.



M DRY BRUSH

4 Underhive Ash is also used for the green branches that form the upper section of the model.



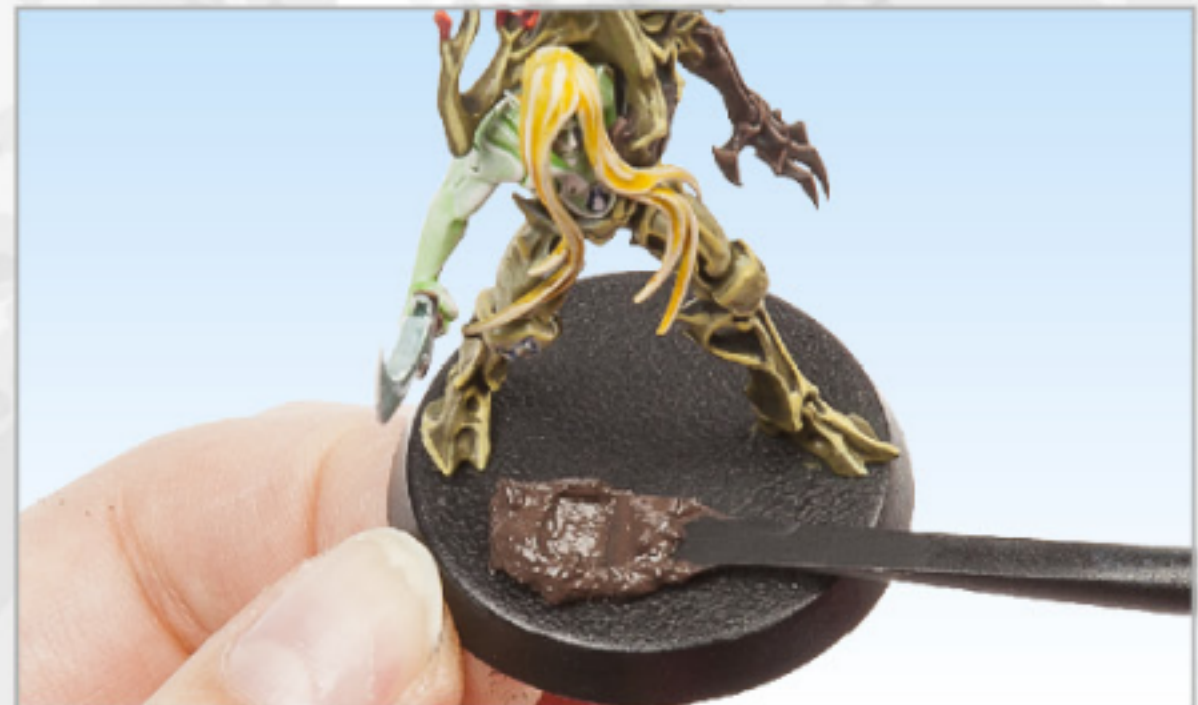
M DRY BRUSH

5 To finish this stage, drybrush the skin and blade using Wrack White.

BASING

No painted model looks complete without a finished base, so it's important to get it looking good. Citadel Texture paints have been designed to make the process swift and straightforward.

A special type of concentrated paint containing a mix of coarse and fine particles, Texture Paint is simply spread onto the miniature's base and allowed to set. You can then apply Citadel Shade and Dry paints in much the same manner as for the rest of the miniature. For the finishing touch, you can also add Citadel Basing Materials such as grass, sand or snow, all of which are easily applied using PVA glue.



M TEXTURE TOOL

- 1 Using a Citadel Medium Texture Tool, coat the base with a layer of Stirland Mud, then allow this to dry.



M DRY BRUSH

- 2 Start to highlight the texture by using an M Dry brush to apply Golgfag Brown Dry compound.



M DRY BRUSH

- 3 Drybrush the texture once more, only this time using Tyrant Skull and a slightly lighter touch.



- 4 Using a pair of tweezers and PVA glue, carefully attach tufts of Mordheim Turf.



M BASE BRUSH

- 5 To finish, paint the rim of the base with Steel Legion Drab using an M Base brush.

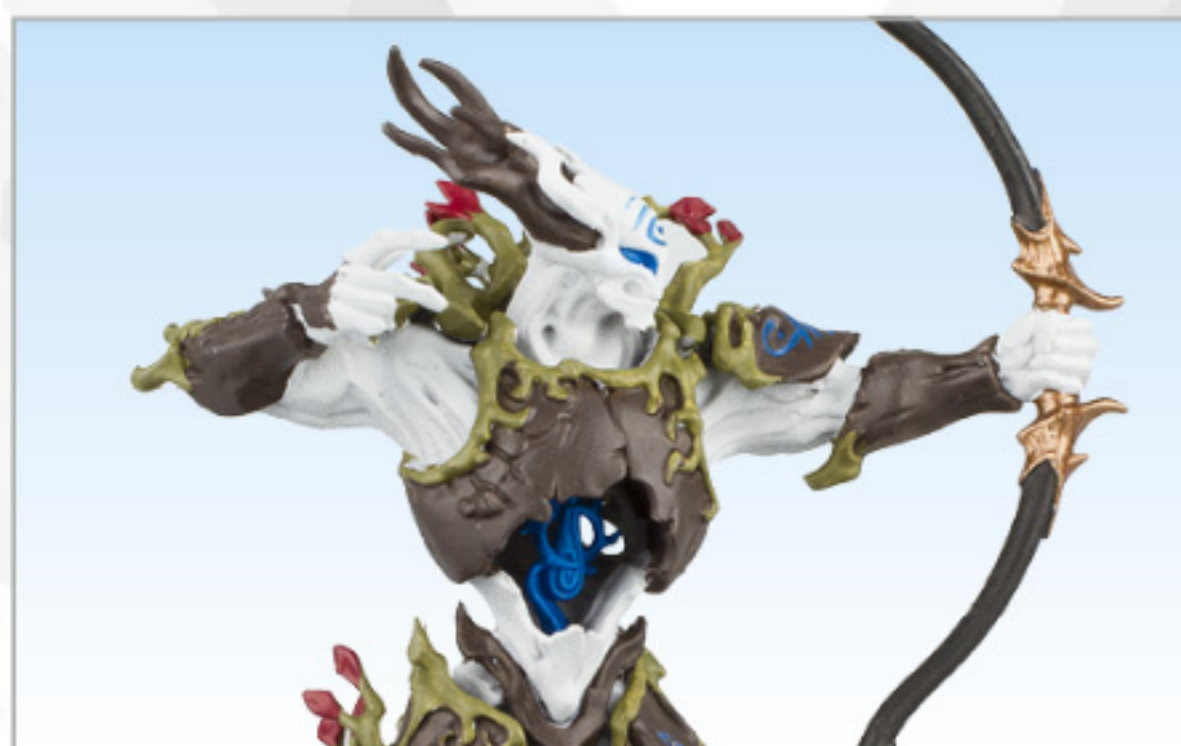
KURNOTH HUNTERS

Belonging to no single glade but answering to Alarielle alone, Kurnoth Hunters are the spear-tip of the sylvaneth armies. The living embodiment of Kurnoth's wrath, they are a calm, resolute and deadly force of elite warriors.

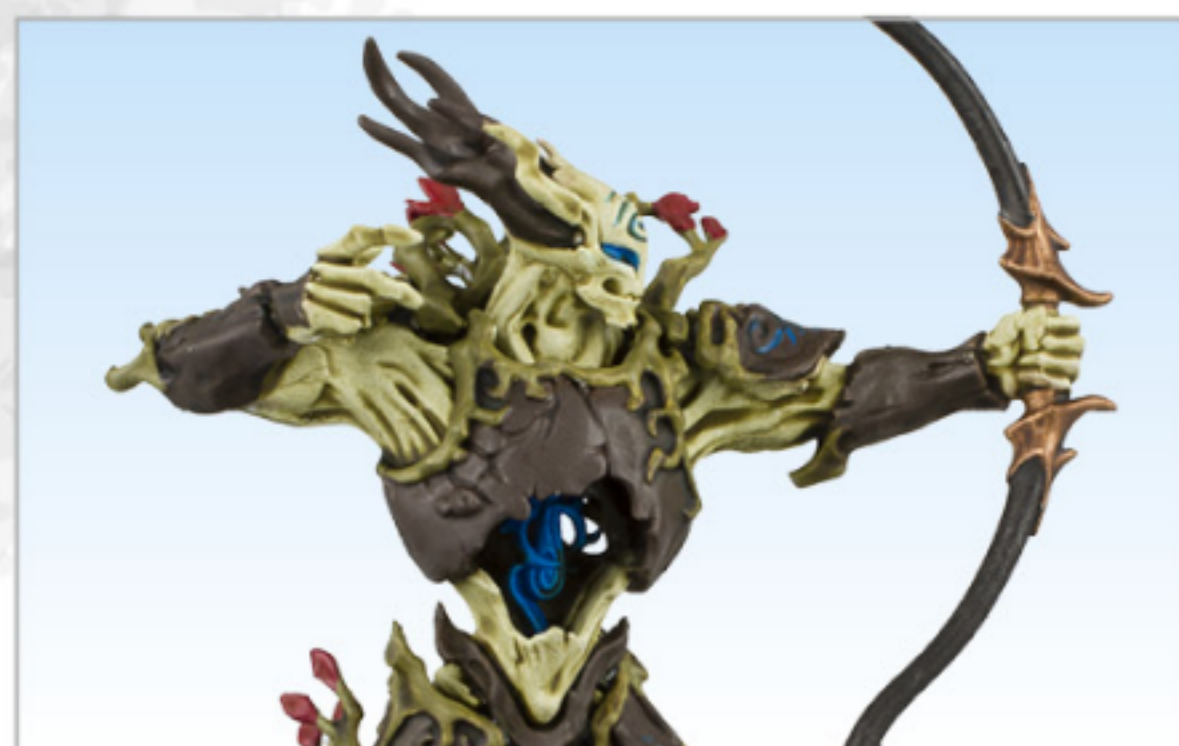
Though no Kurnoth Hunter actually belongs to any one glade, like all sylvaneth they take on the typical hues of their current surroundings. This Kurnoth Hunter was painted in the colours of the Oakenbrow, ensuring it fits in seamlessly with the rest of the army. Should you choose to paint your force as a different glade, simply substitute the colours for their scheme.



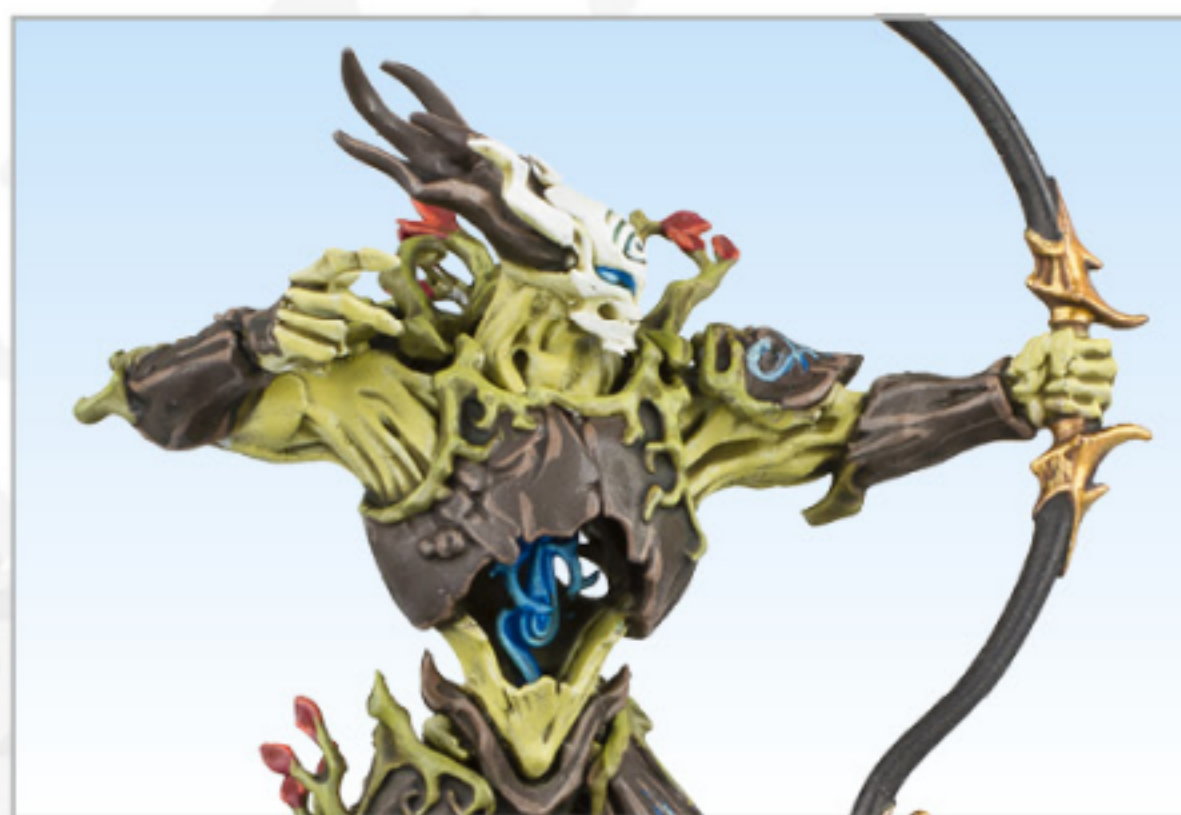
1 For all lighter colour schemes, undercoat with Corax White Spray. For darker schemes, use Chaos Black.



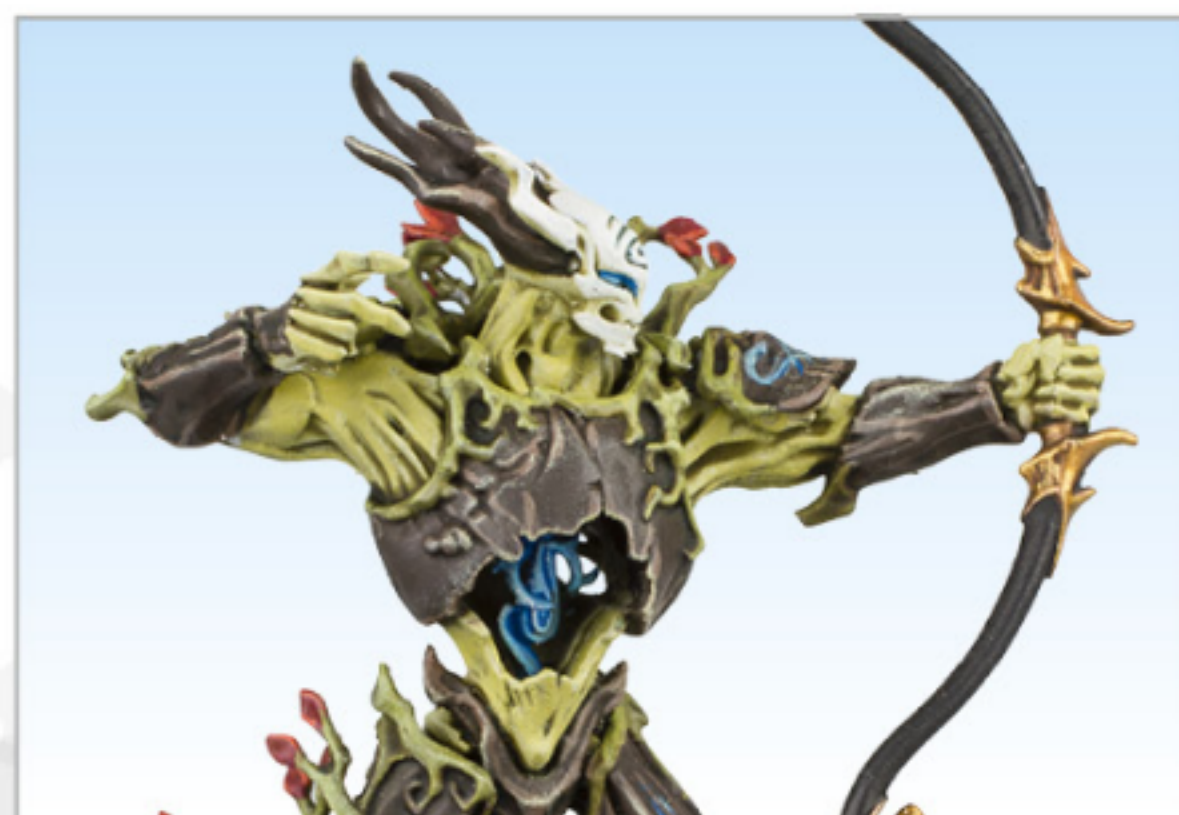
2 Use the following Base paints as shown above: Dryad Bark, Khorne Red, Caledor Sky, Abaddon Black, Balthasar Gold and Death World Forest.



3 Now apply Athonian Camoshade to green bark, Agrax Earthshade to brown areas, and Fuegan Orange to the leaves.



4 Next, use the following Layer paints: Wild Rider Red, Gorthor Brown, Ogryn Camo, Pallid Wych Flesh, Elysian Green and Gehenna's Gold.



5 The final highlights are applied using the drybrushing technique. Use Necron Compound, Tyrant Skull, Underhive Ash and Praxeti White.

SPITES



1 Basecoat the spite using Celestra Grey. Two thinned coats will keep the detail sharp.



2 Now apply a generous coat of Guilliman Blue Glaze, allowing it to pool as above.



3 To finish, apply a heavy drybrush of Wrack White.

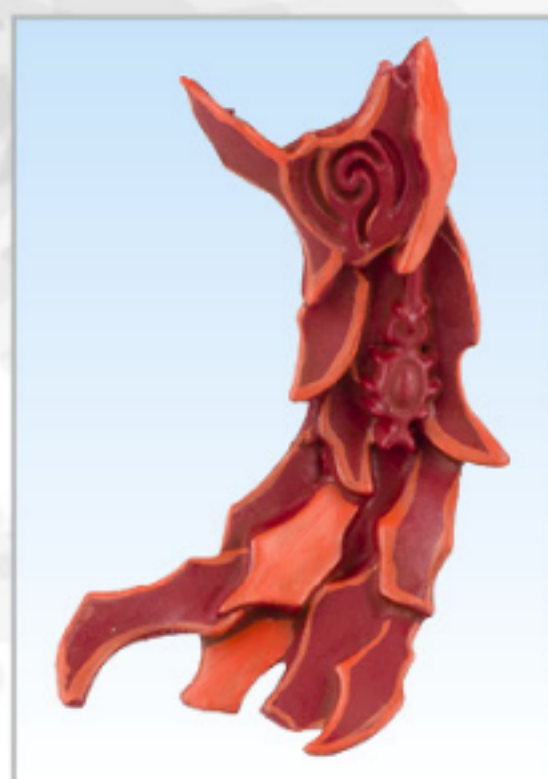
LEAVES



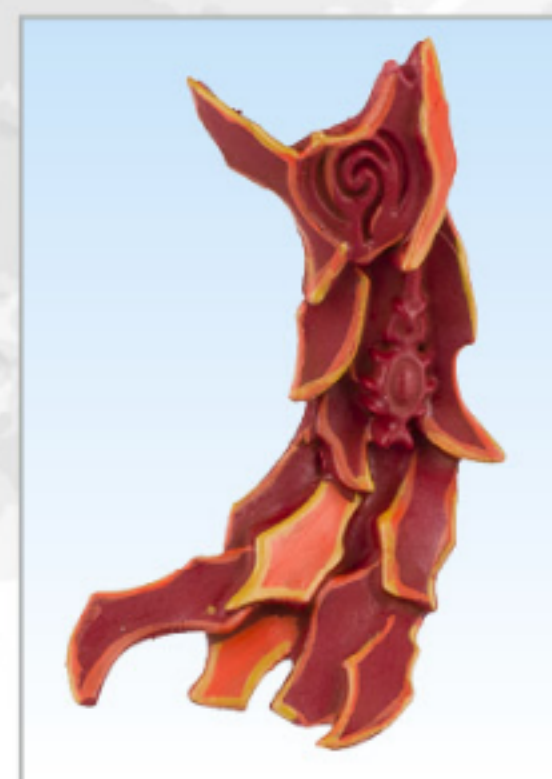
1 Start with a basecoat of Khorne Red over Corax White Spray.



2 Now apply a liberal coat of Fuegan Orange Shade.



3 Apply Wild Rider Red to the central leaves and edges.



4 Lastly, outline the leaves using Fire Dragon Bright.

A NATURAL BOND – PAINTING OTHER CHARACTERS

The sylvaneth are united as well as nurtured by the soil beneath their roots, and this is why their colours are shared across the many different members of the glade – from Noble Spirits including Treelords, Branchwyses and Tree-Revenants, to the Branchwraiths and Dryads of the Forest Folk. Their weapons, an impressive array of swords, bows and glaives, also share a common bond and colouring, being derived from the minerals of the land. By using the techniques presented throughout this guide, but keeping the colours largely consistent across your army, you'll be able to visually tie-in any of the varied sylvaneth characters to your force. For example, it's immediately apparent that this scythe-wielding Branchwysch belongs to Oakenbrow Glade.



HARVESTBOON CLAN VENDRITH

Hailing from the young Harvestboon Glade, itself having sprung forth at the dawn of the Age of Chaos, Clan Vendrith flourish despite knowing only war and a constant fight for their own survival. Formidable in battle, and with the optimism and vitality born of youth, they are amongst the most vibrant and colourful of all the sylvaneth.



ALARIELLE'S BRIGHT HOPE

Great for any brighter colour scheme, Corax White Spray undercoat will add impact to a miniature's final colours. Conveniently for this particular colour scheme, it also serves as the main colour for the model's skin. When the undercoat is fully dry, carefully apply the Base paints in the order listed below. Next, apply Athonian Camoshade to the dark bark and skin. The light bark is then painted with Biel-Tan Green Shade. Now apply the Glaze paints to give the miniature its all-important luminescent quality. It's best to apply the Glaze to the miniature in one painting session, as applying the Glaze area-by-area and letting them dry separately can lead to 'tide marks' where the different applications meet. Finish the figure by accentuating the raised detail, either by using the recommended Layer paints or by drybrushing using the listed compounds.

BASE



*Undercoat with
Corax White Spray*



*Weapon Haft: Rhinox Hide
Leaves: Waaagh! Flesh
Hair: Averland Sunset
Dark Bark: Caliban Green
Gold: Balthasar Gold*

SHADE



*Dark Bark and Skin:
Athonian Camoshade
Hair and Gold: Reikland Fleshshade
Light Bark: Biel-Tan Green*

DRY



Leaves: Niblet Green
Skin and Blade: Wrack White
Glow and Eyes: Skink Blue
Gold: Necron Compound
Bark: Underhive Ash
Hair: Tyrant Skull



If you're drybrushing your Harvestboon army, consider painting the leaves, bark and branches from start to finish before painting the skin, hair and weapons. This way, any flecks of drybrushed paint that end up on these latter areas will be covered up by the second set of basecoats.

UNDERCOAT

Corax White Spray

BASE

Averland Sunset
Balthasar Gold
Caliban Green
Rhinox Hide
Waaagh! Flesh

SHADE

Athonian Camoshade
Biel-Tan Green
Reikland Fleshshade

GLAZE

Guilliman Blue
Lamenters Yellow

DRY

Necron Compound
Niblet Green
Skink Blue
Tyrant Skull
Underhive Ash
Wrack White

LAYER

Ogryn Camo
Pallid Wych Flesh
Runefang Steel
Screaming Skull
Temple Guard Blue
Warboss Green
White Scar

GLAZE



Skin and Bark: Lamenters Yellow
Blade and Eyes: Guilliman Blue

SELECT
DRY
OR
LAYER

LAYER 1



Leaves: Warboss Green
Skin: Pallid Wych Flesh
Blade: White Scar
Glow and Eyes: Temple Guard Blue
Gold: Runefang Steel
Bark: Ogryn Camo
Hair: Screaming Skull



Try not to allow Glaze paint to gather in the miniature's recesses as you would when using a Shade. Applying a nice, even covering is the key to its vibrancy and a rich colour on the finished miniature.

HEARTWOOD CLAN GILHEAD

All of nature's enduring power is bound into the sturdy warriors of Heartwood Glade's Clan Gilhead. The bravest of the brave, they are amongst the largest and most formidable of sylvaneth clans. Their dark hues tell not only of their age and strength, but reflect a sombre countenance garnered from centuries of remorseless war.



HUES MIGHTY AND TRUE

With a dramatic scheme of strong colour and contrast, the Heartwood are undercoated with Corax White Spray. After this is dry, apply the Base colours with an S Base brush (using two thinned coats will help keep the finish smooth). Next, apply Waywatcher Green Glaze to the blade of the weapon. When it is dry, add some more Waywatcher Green to the area just beneath the hilt to create its magical glow. Next, apply the Shade paints, working as neatly as you can to keep the definition between the colours sharp. The final stage is to highlight the miniature's raised detail, and this is achieved by carefully drybrushing using the compounds, or adding fine lines of Layer paint to the raised areas and edges.

BASE

SHADE



*Undercoat with
Corax White Spray*



*Dark Bark: Rhinox Hide
Hair: Stegadon Scale Green
Leaves, Eyes and Glow: Caliban Green
Gold: Balthasar Gold*



*Dark Bark, Skin and Gold:
Agrax Earthshade
Leaves and Light Bark:
Biel-Tan Green*

DRY



*Skin: Wrack White
Hair: Imrik Blue
Leaves: Niblet Green
Dark Bark: Sylvaneth Bark
Gold: Necron Compound
Blade: Praxeti White*

When using Citadel Sand to decorate a base, apply a thin coat of PVA, dip the base in the sand, allow one to two hours' drying time, and then tip off the excess. Now thin down your Base paint using a 2:1 ratio of paint to water – the diluted paint will flow more easily into the recesses between the grains of sand.

PAINTS REQUIRED

UNDERCOAT

Corax White Spray

BASE

Balthasar Gold
Caliban Green
Rhinox Hide
Stegadon Scale Green

SHADE

Agrax Earthshade
Biel-Tan Green

GLAZE

Waywatcher Green

DRY

Imrik Blue
Necron Compound
Niblet Green
Praxeti White
Sylvaneth Bark
Wrack White

LAYER

Karak Stone
Moot Green
Pallid Wych Flesh
Runefang Steel
Temple Guard Blue
Warpstone Glow
White Scar

GLAZE



Blade: Waywatcher Green

SELECT
DRY
OR
LAYER

LAYER 1



*Skin: Pallid Wych Flesh
Hair: Temple Guard Blue
Eyes and Glow: Moot Green
Leaves: Warpstone Glow
Light and Dark Bark: Karak Stone
Gold: Runefang Steel
Blade: White Scar*



Areas of bright colour, like the blue hair, are called 'spot colours'. They're used to add contrast and draw the eye. There are many clans in each glade, so why not use different spot colours for hair to represent them?

GNARLROOT CLAN DURNOTH

Among the most ancient of all sylvaneth, the Gnarlroot are able to draw upon vast reserves of knowledge and lore. As such they are shrewd and dangerous opponents, but are guarded by nature and cautious of other clans. They bear deep colours which hint at their maturity, while swirling designs hold a visual clue to their mysticism and arcane power.



WISDOM AND SECRECY

With its deep brown hues, the Gnarlroot Clan Durnoth scheme utilises a Chaos Black undercoat. Using black also leads to ready-made shading that offers a pleasing finished effect. Add the base colours – note that the dark bark stays black with just a Death World Forest highlight – and when they are dry apply the corresponding Citadel Shade paints, taking care wherever they border adjacent areas to avoid any overlapping. Next, apply a solid coat of the Layer 1 colours to restore a little brightness and create vital contrast. The final stage is to add highlights to all edges and raised details. Drybrushing using the compounds is efficient and effective, while fine lines of Layer paint will give the finished miniature a precise look. Both methods work extremely well, but we'd advise you to settle on one and use it throughout your army to achieve a consistent and unified appearance.

BASE

SHADE



*Undercoat with
Chaos Black Spray*



*Light Bark: Mournfang Brown
Dark Bark and Hair: Death World Forest
Skin: Zandri Dust
Glow and Eyes: Caliban Green
Blade: Celestra Grey
Gold: Retributor Armour*



*Light Bark: Agrax Earthshade
Skin and Gold: Seraphim Sepia
Blade and Hair: Biel-Tan Green*

DRY

Light Bark: Golgfag Brown
Skin: Wrack White
Gold: Necron Compound
Glow and Eyes: Niblet Green
Hair and Dark Bark: Tyrant Skull
Blade: Praxeti White

Using tufts of Mordheim Turf or Citadel Static Grass adds both interest and a truly professional finishing touch to your miniature's base.

PAINTS REQUIRED	
UNDERCOAT	
Chaos Black Spray	
BASE	
Caliban Green	
Celestra Grey	
Death World Forest	
Mournfang Brown	
Retributor Gold	
Zandri Dust	
SHADE	
Agrax Earthshade	
Biel-Tan Green	
Seraphim Sepia	
DRY	
Golgfag Brown	
Necron Compound	
Niblet Green	
Praxeti White	
Tyrant Skull	
Wrack White	
LAYER	
Auric Armour Gold	Screaming Skull
Deathclaw Brown	Skrag Brown
Elysian Green	Ulthuan Grey
Moot Green	Ushabti Bone
Pallid Wych Flesh	Warpstone Glow
Runefang Steel	White Scar

LAYER 1

Light Bark: Skrag Brown
Skin: Ushabti Bone
Gold: Auric Armour Gold
Glow and Eyes: Warpstone Glow
Hair: Elysian Green
Blade: Ulthuan Grey

LAYER 2

Light Bark: Deathclaw Brown
Skin: Pallid Wych Flesh
Gold: Runefang Steel
Glow and Eyes: Moot Green
Dark Bark and Hair: Screaming Skull
Blade: White Scar

The rich, warm brown – in this case, Skrag Brown – of the Gnarlroot Clan Durnoth colour scheme works as an effective counterpoint to the more sombre, neutral tones of the dark bark and skin.

WINTERLEAF CLAN TORLUTHIEN

Once, the Winterleaf were among the brightest glades, but then the Chaos Gods unleashed carnage and reduced all they cherished to ash. Now they are the fearless warriors of the dead season. Their war is one of vengeance, and is waged from grim strongholds in ruined cities and upon desolate tundras. Their colours are as cold as the rage they feel.



ASPECTS OF COLD FURY

One of the most powerful clans of Winterleaf Glade, Clan Torluthien bear colours that will look their best when the miniature is first given an undercoat of Corax White Spray. When dry, apply the Base colours in the order listed below, using two slightly thinned coats for smooth and even coverage (a 2:1 ratio of paint to Lahmian Medium is ideal). Next, add the Shade colours – be as neat as you can and apply a moderate amount that settles into the miniature's recesses, but doesn't swamp any detail. Set the model aside until dry, and then apply Guilliman Blue Glaze to the weapon blade and the upper torso. The final stage consists of highlighting the model's raised details by drybrushing the Dry compounds listed opposite, or alternatively, by applying fine lines of the recommended Layer paints.

BASE

SHADE



*Undercoat with
Corax White Spray*



*Dark Bark: Abaddon Black
Hair and Leaves: Caliban Green
Eyes, Glow and Blade: Caledor Sky
Weapon Hilt: Leadbelcher*



*Skin and Light Bark: Agrax Earthshade
Dark Bark and Weapon Hilt:
Nuln Oil
Hair and Leaves: Biel-Tan Green*

DRY



*Hair and Leaves: Niblet Green
Skin and Light Bark: Wrack White
Dark Bark: Stormfang
Weapon Hilt: Necron Compound
Eyes and Glow: Skink Blue
Blade: Etherium Blue*



To convey their grim aspect, this Winterleaf clan's colour palette was selected from amongst the most chilly-looking colours in the Citadel Paint System. We think it really brings their cold-hearted anger to life.

PAINTS REQUIRED

UNDERCOAT

Corax White Spray

BASE

Abaddon Black
Caledor Sky
Caliban Green
Leadbelcher

SHADE

Agrax Earthshade
Biel-Tan Green
Nuln Oil

GLAZE

Guilliman Blue

DRY

Etherium Blue
Necron Compound
Niblet Green
Skink Blue
Stormfang
Wrack White

LAYER

Fenrisian Grey
Pallid Wych Flesh
Runefang Steel
Temple Guard Blue
Thunderhawk Blue
Warpstone Glow

GLAZE



Blade and Skin: Guilliman Blue

SELECT
DRY
OR
LAYER

LAYER 1



*Hair and Leaves: Warpstone Glow
Skin and Light Bark:
Pallid Wych Flesh
Dark Bark: Thunderhawk Blue
Weapon Hilt: Runefang Steel
Eyes and Glow: Temple Guard Blue
Blade: Fenrisian Grey*



Applying snow flock to the miniature's base doesn't only reinforce the wintry feel of the glade, it also creates a very effective bright contrast to the predominantly darker hues of the figure itself.

IRONBARK CLAN PHAELION

Though they battle Chaos in every realm, Ironbark's Clan Phaelion are often found within Chamon. Determined fighters, they sink their roots into the ground and give no thought to retreat. They draw upon mineral-rich soil to replenish their energy, and it is this nourishment that gives the glade its distinctive metallic hues.



WITH THE STRENGTH OF IRON

One of the most radical sylvaneth painting schemes, the Ironbark meld naturalistic colours with striking steely tones. Begin by undercoating the miniature with Chaos Black. When it is dry, apply the Base paints as listed below. Next, carefully apply the Shades, using a moderate amount and ensuring the colour reaches the recessed sections. The details of the model will now be enhanced, but it will have a rather dark appearance. The next stage is to apply the Layer 1 paints, giving the areas a near-complete coat, but ensuring the darker tones underneath remain visible in the hollows, limb joints and between the muscles. When it is dry, the raised detail can be highlighted by using an S Dry brush to carefully apply the compounds, or using an Artificer Layer brush to apply fine lines of the Layer 2 paints to the edges and along the top of raised features.

BASE

SHADE



*Undercoat with
Chaos Black Spray*



*Grey Bark: Mechanicus Standard Grey
Brown Bark: Rhinox Hide
Skin and Blade: Celestra Grey
Leaves and Hair: Waaagh! Flesh
Eyes and Glow: Naggarth Night
Metal: Leadbelcher*

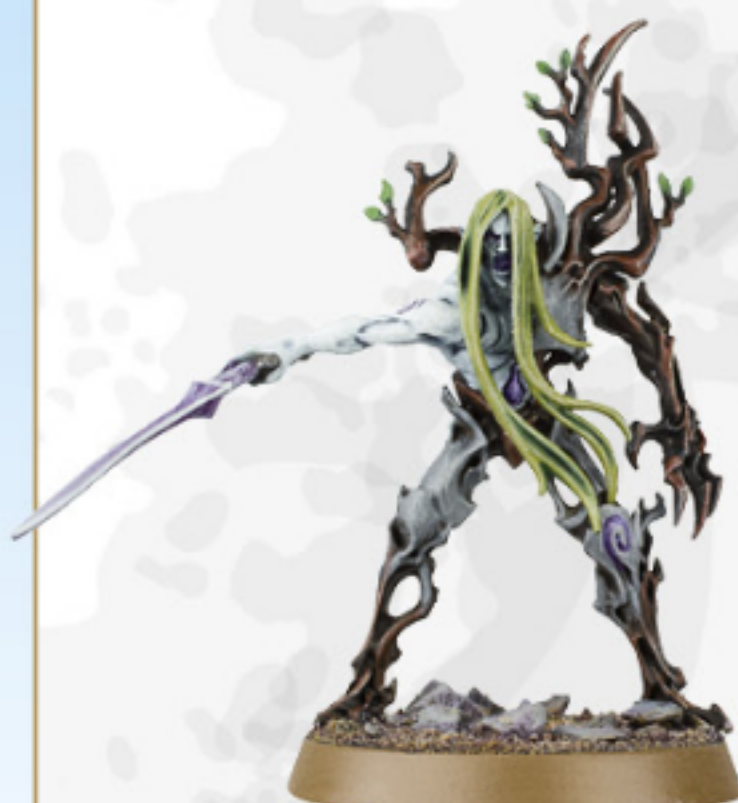


*Grey Bark and Metal: Nuln Oil
Brown Bark: Agrax Earthshade
Blade: Druchii Violet
Leaves and Hair: Biel-Tan Green
Skin: Drakenhof Nightshade*

DRY



Grey Bark: Longbeard Grey
Brown Bark, Hair and Leaves:
Tyrant Skull
Skin, Blade and Eyes:
Praxeti White
Glow: Lucius Lilac
Metal: Necron Compound



Even though no metallic paint was used on the skin of bark of this Ironbark clan, by using this careful choice of browns and greys, you can create really effective-looking hues that mimic the elemental feel of the Realm of Metal.

PAINTS REQUIRED

UNDERCOAT

Chaos Black Spray

BASE

Celestra Grey
Leadbelcher
Mechanicus Standard Grey
Naggaroth Night
Rhinox Hide
Waaagh! Flesh

SHADE

Agrax Earthshade
Biel-Tan Green
Druchii Violet
Drakenhof Nightshade
Nuln Oil

DRY

Longbeard Grey
Lucius Lilac
Necron Compound
Praxeti White
Tyrant Skull

LAYER

Administratum	Ulthuan Grey
Grey Dawnstone	Warboss Green
Doombull Brown	White Scar
Elysian Green	Xereus Purple
Karak Stone	
Runefang Steel	
Screaming Skull	

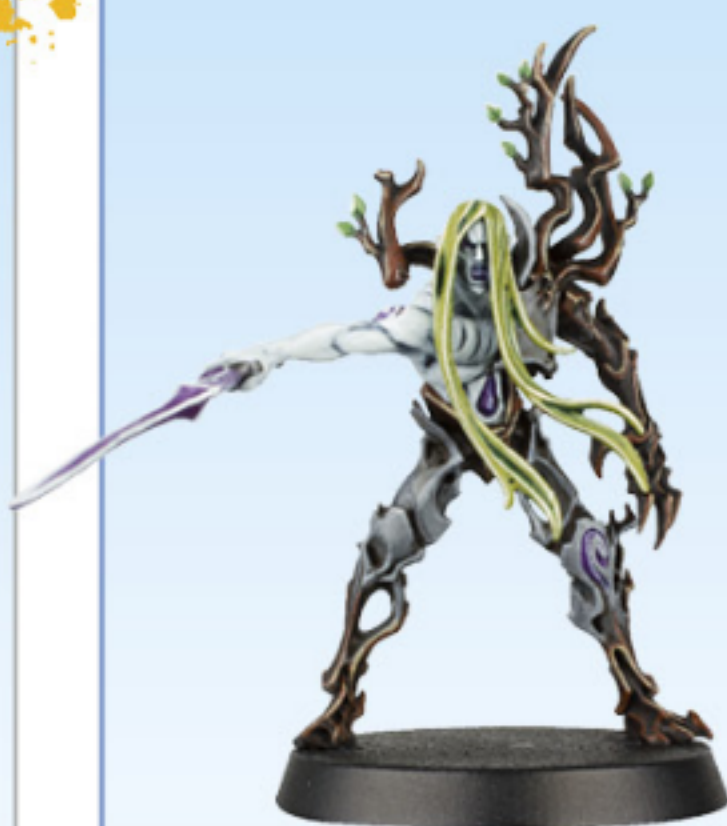
LAYER 1

SELECT
DRY
OR
LAYER

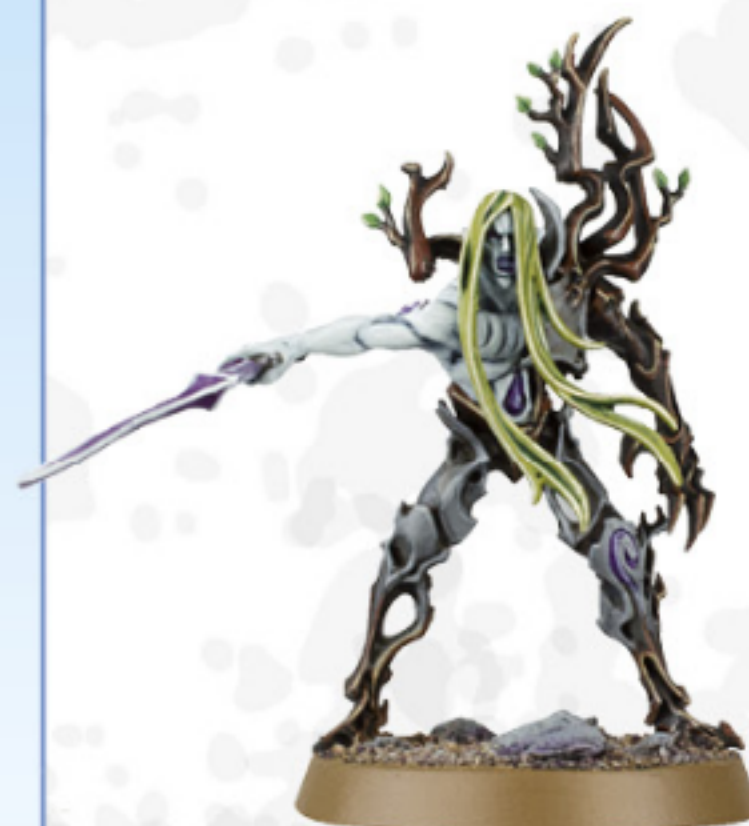


Grey Bark: Dawnstone
Brown Bark: Doombull Brown
Hair: Elysian Green
Leaves: Warboss Green
Eyes and Glow: Xereus Purple
Skin: Ulthuan Grey

LAYER 2



Skin, Blade and Eyes: White Scar
Grey Bark: Administratum Grey
Brown Bark: Karak Stone
Hair and Leaves: Screaming Skull
Metal: Runefang Steel



By applying the purple hue to the blade, lamentiri and arcane sigils, the miniature is given spots of colour which draw the eyes and reinforce the mystic feel of these mighty sylvaneth warriors.

DREADWOOD CLAN VILITHUL

Though they are enemies of the Chaos Gods, the Dreadwood are far from easy allies. Their tactics depend almost as much on trickery as they do force, and these masters of intrigue readily deceive their fellow sylvaneth. Shadowy and unswervingly cruel, they adopt a dark yet rich colour scheme that perfectly encapsulates their sinister demeanour.



REVENANTS OF THE SHADOWS

A large Dreadwood clan, the Vilithul are painted with a wonderfully dark scheme that captures their spiteful nature. Start with a Chaos Black undercoat, then apply the Base paints and Shades, allowing each one to dry before moving on. Apply the Layer 1 paints, focussing on the uppermost details and edges. Should you wish, you can finish painting here and consider your model ready for battle. However, going a step further will really make your miniature stand out. Highlighting simulates the effect of light on your miniatures and is achieved by either applying very fine lines of Layer paint to the upper surfaces of raised detail, or carefully drybrushing the same areas using Citadel Dry compounds. Once you've settled on one of these techniques, stay with it for your whole army to keep a consistent look.

BASE

SHADE



*Undercoat with
Chaos Black Spray*



*Light Bark: Stegadon Scale Green
Dark Bark: Incubi Darkness
Skin: Celestra Grey
Eyes, Glow and Blade: Mephiston Red
Hair and Leaves: Caliban Green
Metal: Leadbelcher*



*Bark, Metal, Leaves and Hair: Nuln Oil
Skin: Drakenhof Nightshade*

DRY



Light Bark: Stormfang
Dark Bark: Hellion Green
Skin: Praxeti White
Eyes, Glow and Blade: Hexos Palesun
Hair and Leaves: Niblet Green
Metal: Necron Compound



After Citadel Sand was glued to the base with PVA and left to dry, Drakenhof Nightshade was painted directly over it. When this Shade was fully dry, the sand was then drybrushed with Lothorn Blue, followed by Administratum Grey.

PAINTS REQUIRED

UNDERCOAT

Chaos Black Spray

BASE

Caliban Green
Celestra Grey
Incubi Darkness
Leadbelcher
Mephiston Red
Stegadon Scale Green

SHADE

Drakenhof Nightshade
Nuln Oil

DRY

Hellion Green
Hexos Palesun
Necron Compound
Niblet Green
Praxeti White
Stormfang

LAYER

Administratum Grey	Sotek Green
Fenrisian Grey	Sybarite Green
Kabalite Green	Troll Slayer Orange
Lothorn Blue	Ulthuan Grey
Moot Green	Warpstone Glow
Runefang Steel	White Scar
	Yriel Yellow

LAYER 1



Light Bark: Sotek Green
Dark Bark: Kabalite Green
Skin: Ulthuan Grey
Eyes, Glow and Blade: Troll Slayer Orange
Hair and Leaves: Warpstone Glow

SELECT
DRY
OR
LAYER

LAYER 2



Light Bark: Fenrisian Grey
Dark Bark: Sybarite Green
Skin: White Scar
Eyes, Glow and Blade: Yriel Yellow
Hair and Leaves: Moot Green
Metal: Runefang Steel



This miniature's rich, deep turquoise tones and ominous black contrast perfectly with the fiery orange, giving the Tree-Revenant its magical edge. It's a great scheme for a clan of the menacing Dreadwood.

OAKENBROW OUTCASTS

Outcasts are mysterious, malevolent spirits who are not truly part of any clan. They hear no other song but that of war, which draws them inexorably to fight alongside their sylvaneth kin. With their deep green and blue barkflesh, Oakenbrow Outcasts are particularly striking, appearing simultaneously ancient and threatening.



DARK AND DANGEROUS

To reflect their shadowy nature, our Oakenbrow Spite-Revenants were painted with night-black skin. The bark and leaves were painted in the same manner as the rest of the collection to tie them in with the wider army. After coating the miniature with Corax White Spray, apply the Base colours. Start with the model's skin so that you don't accidentally get black paint on the other areas of the model later on. Apply the Shade paints, allow them to dry completely, and then add the Layer 1 colours. This stage restores the model's brightness ready for the final stage of highlighting. Applied either with the listed compounds using the drybrushing technique, or with fine lines of Layer 2 paint, this final step brightens the miniature significantly, emphasising the detail and adding instant visual impact.

BASE

SHADE



*Undercoat with
Corax White Spray*



*Skin: Abaddon Black
Brown Bark: Dryad Bark
Green Bark: Death World Forest
Leaves: Khorne Red
Eyes and Glow: Caledor Sky*

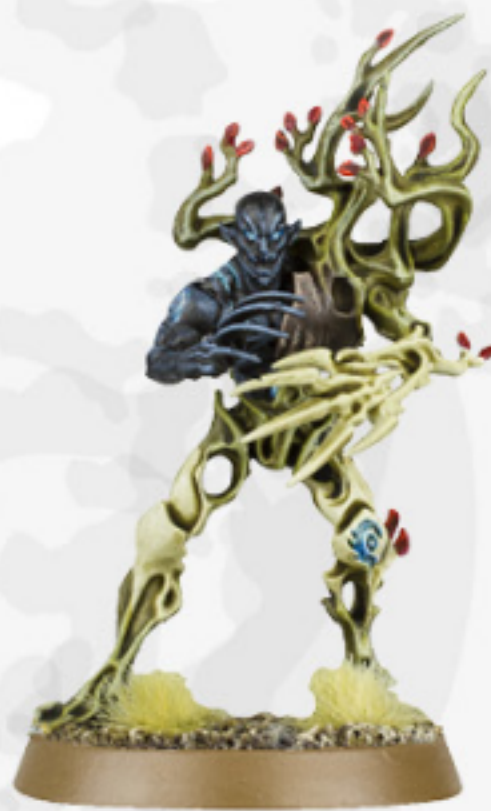


*Brown Bark: Agrax Earthshade
Green Bark: Athonian Camoshade
Leaves: Fuegan Orange*

DRY



Skin: Stormfang
Brown Bark: Tyrant Skull
Green Bark: Underhive Ash
Eyes and Glow: Praxeti White



When highlighting black using the drybrushing method, remember that a little paint goes a long way. Apply the Stormfang gradually with a gentle technique, and stop once you're happy with the effect.

PAINTS REQUIRED

UNDERCOAT

Corax White Spray

BASE

Abaddon Black
Caledor Sky
Dryad Bark
Death World Forest
Khorne Red

SHADE

Agrax Earthshade
Athonian Camoshade
Fuegan Orange

DRY

Hellion Green
Hexos Palesun
Necron Compound
Niblet Green
Praxeti White
Stormfang

LAYER

Baharroth Blue
Dark Reaper
Elysian Green
Fenrisian Grey
Gorthor Brown
Karak Stone
Ogryn Camo
White Scar
Wild Rider Red

LAYER 1



Skin: Dark Reaper
Brown Bark: Gorthor Brown
Green Bark: Elysian Green
Leaves: Wild Rider Red
Eyes and Glow: Baharroth Blue

SELECT
DRY
OR
LAYER

LAYER 2



Skin: Fenrisian Grey
Brown Bark: Karak Stone
Green Bark: Ogryn Camo
Eyes and Glow: White Scar



Though the Spite-Revenants are Outcasts, we made sure that they share the vast majority of colours with the glade alongside which they fight. The major difference here is their black skin.

HARVESTBOON OUTCASTS

Although a new and budding glade, the Harvestboon have already attracted many Outcasts which, though possessed of the same verdant energy, hold within their heartwood a darker and turbulent spirit. This duality is reflected in their colours – an eye-catching combination of light and shade that looks spectacular on any battlefield.



YOUNG AND WILD

A tumult of light and dark hues, Harvestboon Outcasts make for a really exciting painting project. Corax White Spray provides a great starting point, giving the contrasting colours of the finished miniature their potency. Apply the base colours using two slightly thinned-down coats for a smooth finish. Let these dry before applying the Shade paints, making sure they reach all of the recessed detail. Next, brighten the miniature by applying Lamenters Yellow to the talons, branch tips and legs. The final stage involves accentuating the raised features either by drybrushing with Citadel Dry compounds or applying fine lines of Layer paint to the edges and tops of raised details.



*Undercoat with
Corax White Spray*



*Skin: Celestra Grey
Dark Bark: Caliban Green
Eyes and Glow: Caledor Sky
Leaves: Averland Sunset*



*Skin: Coelia Greenshade
Dark Bark: Athonian Camoshade
Light Bark: Biel-Tan Green*

DRY



Skin: Longbeard Grey
Dark Bark: Underhive Ash
Light Bark: Wrack White
Eyes and Glow: Skink Blue
Leaves: Tyrant Skull



A great tip when painting a miniature with a dark colour scheme is to finish the base in a lighter paint combination. This contrast helps 'frame' the figure and ensures that it stands out both on the tabletop and in your display case.

PAINTS REQUIRED

UNDERCOAT

Corax White Spray

BASE

Averland Sunset
Caledor Sky
Caliban Green
Celestra Grey

SHADE

Athonian Camoshade
Biel-Tan Green
Coelia Greenshade

DRY

Longbeard Grey
Skink Blue
Tyrant Skull
Underhive Ash
Wrack White

GLAZE

Lamenters Yellow

LAYER

Ogryn Camo
Pallid Wych Flesh
Screaming Skull
Temple Guard Blue
Ulthuan Grey

GLAZE



Light Bark: Lamenters Yellow

SELECT
DRY
OR
LAYER

LAYER 1



Skin: Ulthuan Grey
Dark Bark: Ogryn Camo
Light Bark: Pallid Wych Flesh
Eyes and Glow: Temple Guard Blue
Leaves: Screaming Skull



Although it shares the same core colours as its Tree-Revenant counterpart, this Spite-Revenant's more malicious nature is made apparent by using a sickly green hue for the skin and darker tone for the areas of bark.

DREADWOOD OUTCASTS

Of all the sylvaneth Outcasts, those of the Dreadwood are the most vengeful – and possibly the most formidable. But, for all their cruel duplicity and malicious intent towards those who would harm their domains, they heed the same song of war and rally to battle alongside their kin.



SPITEFUL BY NATURE

With its predominance of dark colours, this paint scheme works best with an undercoat of Chaos Black Spray. Apply the Base paints, then let them dry before correcting any small errors with the appropriate base colour. Next, apply the Shades, ensuring they find their way to the recessed details. Should you apply too much at any point, simply dry your brush on a tissue and soak up the excess using its bristles. The next stage consists of applying the Layer 1 paints to the raised features, which will restore the miniature's colour. The figure is now ready for the final stage of highlighting, which is achieved by picking out the uppermost sections of raised detail by applying the lighter colours listed at Layer 2, or alternatively using an S Dry brush to apply the recommended Dry compounds.

BASE

SHADE



*Undercoat with
Chaos Black Spray*



*Skin: Stegadon Scale Green
Dark Bark: Incubi Darkness
Light Bark: Celestra Grey
Eyes and Glow: Mephiston Red
Leaves: Caliban Green*



*Dark Bark, Leaves and Skin:
Nuln Oil
Light Bark: Drakenhof Nightshade*

DRY



Skin: Stormfang
Dark Bark: Hellion Green
Light Bark: Praxeti White
Eyes and Glow: Hexos Palesun
Leaves: Niblet Green



Looking at this finished Dreadwood Outcast, you can see that the colours of the skin and light bark have been reversed compared to the Dreadwood Tree-Revenants. This ties it into the collection, but clearly differentiates it from the rest of the glade.

PAINTS REQUIRED

UNDERCOAT

Chaos Black Spray

BASE

Caliban Green
Celestra Grey
Incubi Darkness
Mephiston Red
Stegadon Scale

SHADE

Drakenhof Nightshade
Nuln Oil

DRY

Hellion Green
Hexos Palesun
Niblet Green
Praxeti White
Stormfang

LAYER

Fenrisian Grey
Kabalite Green
Moot Green
Sotek Green
Sybarite Green
Troll Slayer Orange
Ulthuan Grey
Warpstone Glow
White Scar
Yriel Yellow

LAYER 1



Skin: Sotek Green
Dark Bark: Kabalite Green
Light Bark: Ulthuan Grey
Eyes and Glow: Troll Slayer Orange
Leaves: Warpstone Glow

SELECT
DRY
OR
LAYER

LAYER 2



Skin: Fenrisian Grey
Dark Bark: Sybarite Green
Light Bark: White Scar
Eyes and Glow: Yriel Yellow
Leaves: Moot Green



Variety is part of the joy of creating a sylvaneth army. With total freedom to experiment with contrasting skin, leaf or weapon colours, you can modify these schemes endlessly, or even create a glade of your own.

FAVOURITE PAINT COMBINATIONS

The Citadel Paint system takes the guesswork out of great painting. At its heart are a range of premium water-based acrylic colours that are designed to be used in a set sequence for consistently impressive results. This chart includes some common combinations used when painting sylvaneth, and makes for a handy at-a-glance guide.

		OR				
		BASE	SHADE	LAYER 1	DRY	LAYER 2
BROWN						
		Dryad Bark	Agrax Earthshade	Gorthor Brown	Tyrant Skull	Karak Stone
						
		Death World Forest	Biel-Tan Green	Elysian Green	Tyrant Skull	Screaming Skull
YELLOW				N/A		
		Averland Sunset	Reikland Fleshshade	N/A	Tyrant Skull	Screaming Skull
GOLD				N/A		
		Balthasar Gold	Reikland Fleshshade	N/A	Necron Compound	Runefang Steel
		OR				
		BASE	SHADE	GLAZE	DRY	LAYER
PALE YELLOW						
		Ceramite White	Athonian Camoshade	Lamenters Yellow	Wrack White	Pallid Wych Flesh
BLUE			N/A			
		Caledor Sky	N/A	Guilliman Blue	Etherium Blue	Fenrisian Grey



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