

SCOURGE OF GHYRAN

FACTION RULES: SYLVANETH

BATTLE FORMATIONS

Add the following battle formations to those in the Sylvaneth faction rules.

WARGROVE OF THE BURGEONING

🗡️ Once Per Turn (Army), End of Your Turn

WALK THE HIDDEN PATHS: *Sylvaneth can draw upon the magic of the Wyldwoods to open hidden passageways across the battlefield.*

Declare: Pick a friendly SYLVANETH unit wholly within 12" of a friendly Awakened Wyldwood to be the target.

Effect: Remove the target from the battlefield and set it up again wholly within 12" of another friendly Awakened Wyldwood and more than 9" from all enemies.

WARGROVE OF EVERDUSK

🗡️ Passive

SPITEFUL DUSK: *Within the creeping darkness of Everdusk lurk hate-filled spites that seek every opportunity to hinder the foe's efforts to coordinate their attack.*

Effect: The first time each phase an enemy unit within the **creeping overgrowth** uses a command, inflict D3 mortal damage on that unit after that command has been resolved. If that command was a reaction, instead inflict D3 mortal damage on that unit after the ability that command was a reaction to has been resolved.

ARTEFACTS OF POWER

You can pick an artefact from this table instead of from other Artefacts of Power tables available to this faction.

TREASURES OF THE WARGLADE (HERO only)

🗡️ Passive

GLAMOURWEAVE: *The Glamourweave's illusory enchantments both enhance the wearer's forest camouflage and conceal their strikes when battle is joined.*

Effect: Each phase, you can re-roll 1 hit roll, 1 wound roll and 1 save roll for this unit.

🗡️ Passive

ACORN OF THE AGES: *Within this unassuming acorn lies untold potential for life.*

Effect: While they are wholly within 12" of this unit, friendly Awakened Wyldwoods have WARD (5+).

🗡️ Once Per Turn (Army), Reaction: Opponent declared a SPELL ability for a unit within 30" of this unit

RANU'S LAMENTIRI: *Even in death, Ranu lends sorcerous strength to their kin.*

Effect: Make an unbinding roll of 2D6. If the roll exceeds the casting roll for the spell, the spell is unbound and its effect is not resolved. Then, inflict an amount of mortal damage on the caster equal to the difference between the casting roll and the unbinding roll, to a maximum of 6.

KEYWORDS UNBIND



SCOURGE OF GHYRAN

• SCOURGE OF GHYRAN WARSCROLL •

DRYCHA HAMADRETH



Ghyran's most ruthless and cruel-hearted defender, the feared Drycha Hamadreth is as much a living hive as a true forest spirit. When her home realm is threatened, Drycha's spite-swarms become more furious and potent than ever, impeding their advance and rendering them staggering and helpless in the face of a Sylvaneth attack.

⚔ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Slashing Talons Crit (2 Hits)	10	3+	2+	2	2

⚔ Passive

STRENGTH FROM SPITE: *Having absorbed the dark and bitter energies permeating the cursed earth of the Hamadrithil, Drycha's talons easily shred defences both mundane and magical.*

Effect: Ward rolls cannot be made for damage points inflicted by this unit's attacks.

⚔ Your Hero Phase



TWISTED SPIRIT-SONG: *Disharmonious and laced with anger, Drycha's spirit-song fills her allies with rage.*

Declare: Pick a visible friendly SYLVANETH unit wholly within 12" of this unit to be the target. Then, make a casting roll of 2D6.

Effect: Until the start of your next turn, add 1 to wound rolls for the target's combat attacks, including those made with Companion weapons.

In addition, if the target is non-KURNOTHI, add 1 to the Attacks characteristics of the target's melee weapons.

KEYWORDS SPELL

⚙ Reaction: Opponent declared a CHARGE ability for a unit within 18" of this unit

VICIOUS SPITESWARMS: *Swarms of Flitterfurries and Squirmlings pour forth from the hives within Drycha's towering barkflesh form.*

Effect: Your opponent must pick 1 of the following:

Avoid the Swarm: Subtract D3 from the charge roll. In addition, if your opponent re-rolls that charge roll, subtract D3 from that roll.

Charge Through the Swarm: Subtract 1 from hit rolls for that unit's attacks for the rest of the turn, and add 1 to hit rolls for attacks that target that unit for the rest of the turn.

KEYWORDS RAMPAGE

KEYWORDS

UNIQUE, HERO, MONSTER, WIZARD (1)

ORDER, SYLVANETH

• SCOURGE OF GHYRAN WARSCROLL •

REVENANT SEEKERS



Riding atop fierce dragonspites and armed with sickles that can slice through ironoak bark, Revenant Seekers have the dangerous task of recovering lamentiri from fallen Sylvaneth. Tragically, when war comes to Ghyran, these soul-seeds are in plentiful number; in desperate times, their innate magic can be channelled by the Revenant Seekers to aid nearby Sylvaneth.

⚔ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Scourge Sickles Crit (Mortal)	3	3+	4+	1	2
Sharpened Mandibles Charge (+1 Damage), Companion	3	4+	3+	1	1

⚙ Passive

FOREST FIGHTERS: *These warriors fight in loose formations, the better to navigate the dense terrain of their arboreal domains.*

Effect: This unit has a coherency range of 2".

🛡 Once Per Turn (Army), Any Hero Phase

LAMENTIRI LIFE ENERGIES: *The lamentiri recovered by Revenant Seekers from fallen Sylvaneth have powerful mystical properties that can be harnessed to benefit others of their kind.*

Declare: Pick a visible friendly SYLVANETH unit wholly within 12" of this unit to be the target.

Effect: Roll a dice. On a 3+, the target has WARD (5+) for the rest of the turn.



KEYWORDS

CAVALRY, CHAMPION, MUSICIAN (1/3),
STANDARD BEARER (1/3), FLY

ORDER, SYLVANETH