

SCOURGE OF AQSHY

FACTION RULES: SYLVANETH

ARTEFACTS OF POWER

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

RELICS OF NATURE (HERO only)

⚙️ **Reaction:** Opponent declared a SPELL ability for an unit within 30" of this unit

DANCING MYSTIFLIES: *Their abdomens aglow with jade magic, these spites flutter across the battlefield, intercepting and absorbing arcane outbursts. In areas redolent with life energies, they have power enough to twist these captured spells and fire them back at the caster.*

Effect:

- If this unit is not a WIZARD, it can use the 'Unbind' ability as if it had WIZARD (1). Otherwise, it can use the 'Unbind' ability an additional time each phase.
- If this unit successfully unbinds the spell being reacted to and the caster is within the **creeping overgrowth**, 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.

⚙️ **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.

⚙️ **End of Any Turn**

AMULET OF RESONANCE: *This charm serves to amplify the spirit-song, ensuring it cuts through even the most furious tumult of battle.*

Effect: If this unit used the 'Eruption of Fury' ability this turn or you spent **rage dice** as part of the 'Fight Through the Pain' ability when resolving the damage sequence for this unit this turn, give 1 ritual point to each visible friendly SYLVANETH PRIEST wholly within 12" of this unit.

ASPECTS OF THE DEEPWOODS

Aspects of the Deepwoods are unique enhancements that can only be given to non-HERO non-MONSTER SYLVANETH units. A unit can only have 1 Aspect of the Deepwoods.

➤ **Passive**

ASPECT OF HARVESTBOON: *These forest spirits are possessed of a youthful energy and vibrant enthusiasm.*

Effect: Add 2" to this unit's Move characteristic while it is wholly within the **creeping overgrowth**.

🛡️ **Passive**

ASPECT OF IRONBARK: *These Sylvaneth can rapidly draw forth minerals from the earth in order to grant their barkflesh greater durability.*

Effect: When resolving the damage sequence for this unit, if you spend **rage dice** as part of the 'Fight Through the Pain' ability, you can re-roll any of the dice that determine whether damage points are removed from this unit's damage pool.

After the damage sequence has been resolved, if you rolled a total of 10+ on those re-rolls, this ability has no effect for the rest of the battle.

⚙️ **Once Per Battle, Reaction:** You declared the 'Endless Growth' ability

ASPECT OF HEARTWOOD: *Brave and true, these warriors are loyal to all Sylvaneth, regardless of glade, and seek to aid them however they can.*

Effect: If this unit is wholly within the **creeping overgrowth**, for each target of that ability that is wholly within 12" of this unit, you can pick 1 of the following effects:

- When resolving that ability, roll a D6 for the target instead of a D3. If, as a result of another ability, you would **Heal (3)** the target instead of rolling a dice, **Heal (6)** the target instead.
- If the target is KURNOTHI, instead of rolling a D3 and picking 1 of the effects of that ability to apply to it, you can return 1 slain model to the target unit.

SCOURGE OF AQSHY

• SCOURGE OF AQSHY WARSCROLL •

KURNOTH HUNTERS WITH GREATSWORDS



Knights of the forest, those Kurnoth Hunters who wield greatswords carve through the enemy with cleaving strikes. Relishing the thrill of the hunt, they stride across the ash-plains of the Great Parch with joyous fervour.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Kurnoth Greatsword Crit (Mortal)	4	3+	3+	1	2

Passive

HUNTER'S ENDURANCE: As the spirit-song intensifies and the magic of life surges across the battlefield, Kurnoth Hunters are gripped with a sacred fervour of the chase that sees them shrug off wounds.

Effect: Subtract 1 from the Rend characteristic of weapons used for attacks that target this unit while it is wholly within the **creeping overgrowth**.

Once Per Turn (Army), End of Your Turn

VITAL RANGERS: As the energies of Ghyran surge, the sapblood of these aggressive Kurnothi sings with the thrill of the hunt, carrying them ever forth.

Effect: If this unit is not in combat, it can move a distance up to its Move characteristic. It must end that move within the **creeping overgrowth** and not in combat.

KEYWORDS MOVE



KEYWORDS

INFANTRY, CHAMPION
ORDER, SYLVANETH, KURNOTHI

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TREELORD ANCIENT



Treelord Ancients are among the eldest of the treefolk and masters of jade spellcraft, having absorbed the energies of life over their many centuries of existence. Striding across the Aqshian landscape, they lead their kin in the defence of their ash-crowned forests.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Doom Tendril Staff	18"	4	4+	2+	1	D3

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Sweeping Blows Anti-charge (+1 Rend)	5	4+	2+	1	2
Massive Impaling Talons Crit (Mortal)	2	4+	2+	2	3

Passive

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of its **Sweeping Blows** is 3.

Once Per Turn (Army), Your Hero Phase

ARCANE OSMOSIS: This elder Treelord sends their roots deep into the earth, questing for more jade magic to drink in.

Effect: For the rest of the turn:

- Each time you make a casting roll for this unit, add D3 to the roll.
- This unit cannot move or be removed from the battlefield by an ability that would allow it to be set up elsewhere on the battlefield or in reserve.

Your Hero Phase

JADE ABJURATION: The Treelord weaves the energies of life into a wall of viridescent light that disrupts and repels hostile magics.

Declare: Pick this unit or a visible friendly **Awakened Wyldwood** 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:

- Ignore the effects of enemy **SPELL** abilities on units (friendly and enemy) while they are within 6" of the target.
- Weapons used by enemy **MANIFESTATIONS** have a maximum Attacks characteristic of 1 while they are within 6" of the target.

KEYWORDS SPELL

KEYWORDS

HERO, MONSTER, WIZARD (2)
ORDER, SYLVANETH, FOREST ELDER