

WARHAMMER

AGE OF SIGMAR

The cover art features a central Sylvaneth character, a tree-like being with a pale, bark-like complexion and large, dark, leathery wings. The character has long, curved horns and is holding a large, curved blade. The background is a fiery, orange-red landscape with gnarled, dark trees and a small, glowing figure in the distance. The overall atmosphere is dramatic and intense.

FACTION PACK

SYLVANETH

BATTLE TRAITS

Sylvaneth armies can use the following abilities:

U Once Per Turn (Army), End of Any Turn

ENDLESS GROWTH: *Flourishing groves underfoot bring a surge of rebirth to the Sylvaneth. Their forms are invigorated with restorative sapwood.*

Declare: Pick any number of friendly **SYLVANETH** units wholly within 6" of a friendly **Awakened Wyldwood** to be the targets.

Effect: Heal (D3) each target.

➤ Once Per Turn (Army), End of Any Turn

STRIKE AND FADE: *These warriors use the spirit paths to ambush the enemy before retreating back into the shadows.*

Declare: Pick a friendly **SYLVANETH** unit that is in combat and is wholly within 6" of a friendly **Awakened Wyldwood** to use this ability.

Effect: Remove that unit from the battlefield and set it up again on the battlefield more than 9" from all enemy units and wholly within 6" of a different friendly **Awakened Wyldwood**.

KEYWORDS

CORE

➤ Once Per Turn (Army), Your Movement Phase

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 that is not in combat and is wholly within 6" of a friendly **Awakened Wyldwood** to use this ability.

Effect: Remove that unit from the battlefield and set it up again on the battlefield more than 9" from all enemy units and wholly within 6" of a different friendly **Awakened Wyldwood**.

KEYWORDS

CORE

BATTLE FORMATIONS

You can pick 1 of the following battle formations for a Sylvaneth army. Each battle formation grants a different ability you can use in the battle.

LORDS OF THE CLAN

U Passive

HEALING SONG: *The spirit-song surges through the Lords of the Clan like a raging river. As they stride across the battlefield, the Treelords harness that energy to further rejuvenate their forms.*

Effect: When using the 'Endless Growth' ability, friendly **SYLVANETH MONSTERS** can **Heal (3)** instead of **Heal (D3)**.

FOREST FOLK

X Passive

LACERATING STRIKE: *Moving quickly through the undergrowth, the Forest Folk plunge into battle. Attacking from every side, multiple bands of infantry lash their victims to bloody tatters.*

Effect: Add 1 to the Rend characteristic of melee weapons used by friendly **SYLVANETH non-KURNOTHI INFANTRY** units that charged in the same turn.

OUTCASTS

● Passive

THE TERROR IN THE EAVES: *The Outcasts are the terrors that lurk in the shadows, the creeping things beneath the forest eaves. When great masses of them surge into battle, it is all the enemy can do to avoid dying of sheer fright.*

Effect: Subtract 3 from the control scores of enemy units while they are in combat with friendly **SYLVANETH** units.

FREE SPIRITS

➤ Once Per Turn (Army), Your Charge Phase

FLEET AND SWIFT: *The Free Spirits are the instruments of Alarielle's will, a cadre of elite warriors whose presence hones the Sylvaneth into a weapon of singular purpose that brings swift retribution.*

Declare: Pick a friendly **SYLVANETH CAVALRY** unit to use this ability.

Effect: This unit can use **CHARGE** abilities even if it used a **RUN** ability this turn.

HEROIC TRAITS

ASPECTS OF RENEWAL (HERO only)

☀ Reaction: Opponent declared a **SPELL** or **PRAYER** ability

RADIANT SPIRIT: *Shielding emerald energy surrounds this hero like a leafy sanctuary.*

Used By: This unit if it is wholly within 12" of a friendly **SYLVANETH** unit picked to be the target of that spell or prayer.

Effect: Roll a dice. On a 3+, ignore the effect of that spell or prayer on that unit. This unit can use this ability more than once per phase but only once per **SPELL** or **PRAYER** ability.

➤ Your Movement Phase

WARSINGER: *This general spurs on Alarielle's children with stirring songs.*

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

Effect: Add 2" to the Move characteristic of the target for the rest of the turn.

☀ Passive

SPELLSINGER: *This hero draws on the magical power of the Awakened Wyldwoods.*

Effect: While this unit is within the combat range of an **Awakened Wyldwood:**

If this unit is a **WIZARD**, add 1 to casting rolls for this unit.

If this unit is not a **WIZARD**, it has **WIZARD (1)** instead.

ARTEFACTS OF POWER

RELICS OF NATURE (HERO only)

Passive

SEED OF REBIRTH: *Should its bearer ever fall, the seed's rejuvenating energies will pour into its host to grant them new life.*

Effect: If this unit would be destroyed, before removing it from play, roll a dice. On a 3+, this unit is not destroyed and any remaining damage points inflicted on it have no effect. Then, **Heal (1)** this unit. This unit cannot use this ability again for the rest of the battle.

Any Combat Phase

GREENWOOD GLADIUS: *This blade strikes with the youthful vigour of springtime.*

Declare: Pick an enemy unit in combat with this unit to be the target.

Effect: Roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll.

Any Combat Phase

CROWN OF FELL BOWERS: *Rooted in this elegant circlet, a canopy of spectral branches forms above the foe, rendering them strangely vulnerable to the enchanted weapons of the Sylvaneth.*

Declare: Pick an enemy unit in combat with this unit to be the target.

Effect: Roll a dice. On 3+, add 1 to wound rolls for combat attacks made by friendly **SYLVANETH** units that target that enemy unit this phase.

SPELL LORE

LORE OF THE DEEPWOOD

⚙️ Your Hero Phase

6

TREESONG: *Sylvaneth wizards have a strong spiritual connection to the wyldwoods and can call forth these eldritch copses at a whim.*

Declare: Pick a friendly **SYLVANETH WIZARD** to cast this spell, then make a casting roll of 2D6.

Effect: If there are fewer than 3 friendly **Awakened Wyldwoods** on the battlefield, you can set up an **Awakened Wyldwood** wholly within 18" of the caster and more than 3" from all enemy units, objectives and other terrain features. If there are already 3 friendly **Awakened Wyldwoods** on the battlefield, **Heal (3)** each friendly **Awakened Wyldwood**.

KEYWORDS

SPELL, UNLIMITED

⚔️ Your Hero Phase

6

WRATHFUL SPIRITS: *The caster implores the simple spirits of the Wyldwoods to guide the blades of their allies and expose the weaknesses of the foe.*

Declare: Pick a friendly **SYLVANETH WIZARD** to cast this spell, pick a friendly **Awakened Wyldwood** wholly within 18" of the caster to be the target, then make a casting roll of 2D6.

Effect: Until the start of your next turn, add 1 to the Rend characteristic of melee weapons used by friendly **SYLVANETH** units while they are wholly within 6" of the target.

KEYWORDS

SPELL

⚔️ Your Hero Phase

7

THE DWELLERS BELOW: *Drawing upon the darkest and most spiteful aspects of nature's power, the caster summons a seething swarm of tendrils from beneath the ground.*

Declare: Pick a friendly **SYLVANETH WIZARD** to cast this spell, pick a visible enemy unit that is either within 12" of this unit or within 6" of an **Awakened Wyldwood** to be the target, then make a casting roll of 2D6.

Effect: Roll a number of dice equal to the number of models in the target unit. For each 5+, inflict 1 mortal damage on the target unit.

KEYWORDS

SPELL

MANIFESTATION LORE

MANIFESTATIONS OF THE DEEPWOOD

Your Hero Phase

SUMMON SPITESWARM HIVE:

The air is filled with the buzzing of a thousand wings as a swarm of iridescent insects bursts from its hive.

Declare: If there is not a friendly **Spiteswarm Hive** on the battlefield, pick a friendly **SYLVANETH WIZARD** to cast this spell, then make a casting roll of 2D6.

Effect: Set up a **Spiteswarm Hive** wholly within 9" of the caster, visible to them and more than 3" from all enemy units.

KEYWORDS SPELL, SUMMON

7

Your Hero Phase

SUMMON GLADEWYRM:

The earth splits apart as a sleek, serpentine form heaves itself free, eyes blazing with arcane energies.

Declare: If there is not a friendly **Gladewyrm** on the battlefield, pick a friendly **SYLVANETH WIZARD** to cast this spell, then make a casting roll of 2D6.

Effect: Set up a **Gladewyrm** wholly within 9" of the caster, visible to them and more than 9" from all enemy units.

KEYWORDS SPELL, SUMMON

7

Your Hero Phase

SUMMON VENGEFUL

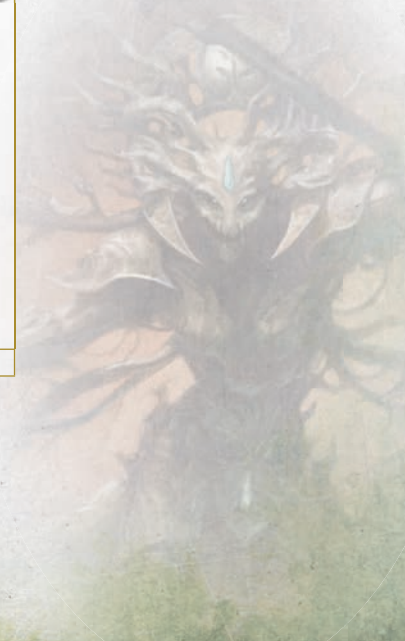
From the shadows comes a nightmarish form, a huge, black-limbed tree clutching piles of bleached skulls within its tangled roots.

Declare: If there is not a friendly **Vengeful Skullroot** on the battlefield, pick a friendly **SYLVANETH WIZARD** to cast this spell, then make a casting roll of 2D6.

Effect: Set up a **Vengeful Skullroot** wholly within 9" of the caster, visible to them and more than 9" from all enemy units.

KEYWORDS SPELL, SUMMON

7





• SYLVANETH WARSCROLL •

ALARIELLE THE EVERQUEEN

RANGED WEAPONS		Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Spear of Kurnoth		12"	1	2+	3+	2	4	-
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability	
Spear of Kurnoth		5	3+	3+	2	2	-	
☠	Wardroth's Great Antlers	6	4+	2+	2	4	Companion	

☠ Passive

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of its **Wardroth's Great Antlers** is 4.

⚙ Any Hero Phase

LIFEBLOOM: *The restorative energies of Ghyran heal Alarielle's wounds.*

Effect: Pick 1 of the following effects:

- Add 1 to casting rolls for this unit for the rest of the turn.
- **Heal (2D3)** this unit.

⚙ Your Hero Phase

METAMORPHOSIS: *With a glare, Alarielle's foes transform into living wood.*

Declare: Pick a visible enemy unit within 12" of this unit to be the target, then make a casting roll of 2D6.

Effect: Inflict 2D3 mortal damage on the target. If the target is destroyed by this spell, you can immediately resolve the effect of the 'Treesong' spell as if this unit had successfully cast it.

KEYWORDS SPELL

🚩 Your Movement Phase

RITE OF LIFE: *Wherever the Everqueen goes, so too does the power of her great rite.*

Declare: Pick a friendly SYLVANETH unit that has been destroyed to be the target. This unit can use this ability if it has been destroyed, but if it does, this unit must be the target.

Effect: Roll a dice. On a 4+, set up a replacement unit with half the number of models from the target unit (rounding up) wholly within 9" of a friendly **Awakened Wyldwood** and more than 9" from all enemy units. If the target was a **MONSTER**, allocate 8 damage points to the replacement unit (ward rolls cannot be made for those damage points).

⚔ Once Per Turn (Army), Any Charge Phase

LIVING BATTERING RAM: *A charging Wardroth Beetle tramples all in its path.*

Declare: If this unit charged this turn, pick an enemy **INFANTRY** unit within 1" of it to be the target.

Effect: Roll a dice. On a 3+, inflict an amount of mortal damage on the target equal to the roll.

KEYWORDS RAMPAGE

KEYWORDS

WARMASTER, UNIQUE, HERO, MONSTER, WIZARD (3), FLY, WARD (6+)

ORDER, SYLVANETH



• SYLVANETH WARSCROLL •

THE LADY OF VINES

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Kurnotheal's Wrath	12"	1	2+	2+	1	D6	-
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability	
Kurnotheal's Wrath and Lashing Vines	6	3+	3+	2	2	Crit (Mortal)	

Passive

VERDIAN CROWN: *The power of the Everqueen herself pulses through the Lady of Vines and radiates from the ornate crown she bears.*

Effect: This unit counts as an **Awakened Wyldwood** for the purposes of the 'Endless Growth', 'Walk the Hidden Paths' and 'Strike and Fade' abilities.

Your Hero Phase

ASPECT OF THE EVERQUEEN:

The Lady of Vines channels the power of her goddess mother, shielding fellow Sylvaneth with the harnessed energies of nature.

Declare: Make a casting roll of 2D6.

Effect: Until the start of your next turn, friendly **SYLVANETH** units have **WARD (5+)** while they are wholly within 12" of this unit.

KEYWORDS SPELL

Once Per Turn (Army), Any Combat Phase

WRITHING VINES: *The whipping tendrils that sprout from the Lady's back can ensnare foes or confound their attacks.*

Declare: Pick an enemy unit in combat with this unit to be the target.

Effect: Roll a dice. On a 2+, pick 1 of the following effects to apply for the rest of the turn:

Barrier: Subtract 1 from hit rolls for the target's attacks.

Ensnare: Add 1 to hit rolls for attacks made by friendly units that target that enemy unit.

KEYWORDS RAMPAGE

KEYWORDS

WARMASTER, UNIQUE, HERO, MONSTER, WIZARD (2)

ORDER, SYLVANETH



• SYLVANETH WARSCROLL •

DRYCHA HAMADRETH

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Flitterfuries	12"	10	4+	4+	1	1	Shoot in Combat, Companion
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Slashing Talons		5	3+	2+	1	2	Anti-INFANTRY (+1 Rend)
Swarm of Squirmlings		10	4+	4+	1	1	Anti-INFANTRY (+1 Rend), Companion

✂ Once Per Turn, Any Hero Phase

MERCURIAL ASPECT: *The Flitterfuries that dwell in Drycha's body bask in the heat of her rage, while the Squirmlings she hosts suckle at her sorrow.*

Effect: Pick 1 of the following effects to apply to this unit for the rest of the turn:

Enraged: Add 10 to the Attacks characteristic of this unit's **Flitterfuries**.

Embittered: Add 10 to the Attacks characteristic of this unit's **Swarm of Squirmlings**.

● Once Per Turn (Army), Any Combat Phase

PRIMAL TERROR: *Throwing back her head, Drycha gives voice to a soul-rending scream of anguish and pain.*

Declare: Pick an enemy unit in combat with this unit to be the target.

Effect: Roll a dice. On a 2+, halve the target's control score (rounding up) for the rest of the turn.

KEYWORDS

RAMPAGE

✂ Your Hero Phase

6

SONG OF SPITE: *Drycha shares a special kinship with the Outcasts, who seem to echo her fury.*

Declare: Pick an enemy **INFANTRY** unit within 12" of the caster to be the target, then make a casting roll of 2D6.

Effect: The following effects apply for the rest of the turn:

Add 1 to hit rolls for combat attacks made by friendly **SYLVANETH** units that target that enemy unit.

In addition, add 1 to wound rolls for combat attacks made by friendly **Spite-Revenants** or **The Twistweald** units that target that enemy unit.

KEYWORDS

SPELL

UNIQUE, HERO, MONSTER, WIZARD (1)

KEYWORDS

ORDER, SYLVANETH



• SYLVANETH WARSCROLL •
BELTHANOS
 FIRST THORN OF KURNOTH

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Kurnoth Glaive	5	3+	3+	2	2	Charge (+1 Damage)
☠ Carnelian Greatspite's Razor-like Mandibles	4	4+	2+	2	3	Companion

☠ **Passive**

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of its **Carnelian Greatspite's Razor-like Mandibles** is 3.

⚔ **Once Per Turn (Army), Any Combat Phase**

RHYTHM OF THE CHASE: *Belthanos is a relentless hunter who harasses his quarry before fatally cutting them down.*

Declare: Pick an enemy unit in combat with this unit to be the target.

Effect: Roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll, then you can remove this unit from the battlefield and set it up again on the battlefield within 1" of the target.

KEYWORDS

RAMPAGE

⚙ **Once Per Battle, Start of Any Turn**

NATURE AETHERIC: *The Carnelian Greatspite is Ghyranite magic made manifest and where it roams, the land is imbued with life-giving energy.*

Declare: Pick a terrain feature within 6" of this unit to be the target.

Effect: For the rest of the battle, the target gains the 'Place of Power' terrain ability (Terrain 1.2) and counts as a friendly **Awakened Wyldwood** for the purposes of the 'Endless Growth', 'Walk the Hidden Paths' and 'Strike and Fade' abilities.

➦ **Your Charge Phase**

KURNOTHI WAR-HORN: *The sounding of Belthanos's war-horn brings forth a surging response from the hunt.*

Declare: Pick up to 3 friendly **SYLVANETH** units to be the target.

Effect: Each target can use **CHARGE** abilities even if they used a **RUN** ability in the same turn.

KEYWORDS

UNIQUE, HERO, MONSTER, FLY

ORDER, SYLVANETH, KURNOTHI



• SYLVANETH WARSCROLL •
**WARSONG
 REVENANT**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Spearing Vines and Spirit Falchion	5	3+	3+	1	D3	-

U Passive

ALARIELLE'S SONG: *To the Sylvaneth, the sound that emanates from a Warsong Revenant's flute is sweet and uplifting. To their foes, it is a sonic assault of devastating potency.*

Effect: Friendly SYLVANETH units have WARD (6+) while they are wholly within 12" of this unit. Subtract 1 from ward rolls for enemy units while they are within 12" of this unit.

G Passive

WYLDWOOD REVENANTS: *Warsong Revenants are bound to nature and draw strength from the forests.*

Effect: Add 1 to unbinding rolls and banishment rolls for this unit while it is wholly within 6" of any Awakened Wyldwoods.

X Your Hero Phase

7

UNLEASH SWARM OF SPITES:

The Warsong Revenant summons a large swarm of malicious spites that spiral outwards to attack those who have drawn their ire.

Declare: Pick a friendly Awakened Wyldwood wholly within 18" of this unit, pick up to 3 visible enemy units within 9" of that terrain feature to be the targets, then make a casting roll of 2D6.

Effect: Roll a D3 for each target. On a 2+, inflict an amount of mortal damage on the target equal to the roll.



KEYWORDS

SPELL

KEYWORDS

HERO, WIZARD (2), INFANTRY, FLY, WARD (6+)

ORDER, SYLVANETH



• SYLVANETH WARSCROLL •

ARCH-REVENANT

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Revenant's Glaive and Tail Pincers	5	3+	4+	1	2	-

⚙ Any Combat Phase

CRESCENT SHIELD: *This shield can be used both to deflect the enemy's blows and to steady the shaft of the bearer's weapon.*

Effect: Pick 1 of the following effects to apply to this unit for the rest of the turn:

Defensive Stance: This unit has **WARD (4+)**.

Aggressive Stance: Add 1 to the Attacks characteristic of this unit's melee weapons, and add 1 to wound rolls for this unit's combat attacks.

✂ Passive

CHAMPION OF KURNOTH: *An Arch-Revenant commands instant obedience and commitment from Kurnoth Hunters who are nearby.*

Effect: Add 1 to wound rolls for combat attacks made by friendly **KURNOTH** units while they are wholly within 12" of this unit.



KEYWORDS

HERO, INFANTRY, FLY

ORDER, SYLVANETH



• SYLVANETH WARSCROLL •

SPIRIT OF DURTHU

RANGED WEAPONS		Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Verdant Blast		12"	5	4+	3+	1	2	-
MELEE WEAPONS			Atk	Hit	Wnd	Rnd	Dmg	Ability
Guardian Sword			4	3+	2+	2	5	Anti-MONSTER (+1 Rend)
Massive Impaling Talons			2	4+	2+	2	3	Crit (Mortal)

Passive

BATTLE DAMAGED

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

Passive

WRATHFUL GUARDIAN: *When the sacred groves of the Sylvaneth are threatened, Spirits of Durthu fight with all the wrath of their legendary ancestor.*

Effect: Add 1 to hit rolls for this unit's combat attacks while the target is within 3" of an **Awakened Wyldwood**.

Once Per Turn (Army), Any Combat Phase

TITANIC DUEL: *These ancient protectors of the forest parry and hold back the mightiest of beasts with their guardian sword.*

Declare: Pick an enemy **MONSTER** in combat with this unit to be the target.

Effect: Roll a dice. On a 3+, subtract 1 from the Attacks characteristic of the target's melee weapons for the rest of the turn.

KEYWORDS

RAMPAGE

KEYWORDS

HERO, MONSTER

ORDER, SYLVANETH



• SYLVANETH WARSCROLL •
TREELORD

RANGED WEAPONS		Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Strangleroots		10"	3	3+	2+	1	2	Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability	
Sweeping Blows		5	4+	2+	1	2	Anti-charge (+1 Rend)	
Massive Impaling Talons		2	4+	2+	2	3	Crit (Mortal)	

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), Any Combat Phase

LASH AND TANGLE: *As a Treelord lays about themselves in combat, the whipping tendrils that shoot from their barkflesh ensnare enemies and keep them at bay with their frantic thrashing.*

Declare: Pick an enemy unit in combat with this unit to be the target.

Effect: Roll a dice. On a 3+, subtract 1 from wound rolls for the target's attacks for the rest of the turn.

KEYWORDS

RAMPAGE

Any Shooting Phase

ENTANGLING GRASP: *Lashing strangleroots wrap around the foe, leaving them ensnared and at the mercy of the vengeful Sylvaneth.*

Declare: Pick an enemy unit that had any damage points allocated to it this turn by attacks made with this unit's **Strangleroots** to be the target.

Effect: Roll a dice. On a 3+, the target cannot use **RUN** or **RETREAT** abilities until the start of your next turn.

KEYWORDS

HERO, MONSTER

ORDER, SYLVANETH



• SYLVANETH WARSCROLL •
**TREELORD
 ANCIENT**

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Doom Tendril Staff	18"	4	4+	3+	1	D3	-
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Sweeping Blows		5	4+	2+	1	2	Anti-charge (+1 Rend)
Massive Impaling Talons		2	4+	2+	2	3	Crit (Mortal)

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), Any Combat Phase

GROUNDSHAKER: *The earth quakes as this mighty tree spirit stamps its limbs, shaking the enemy's wits.*

Declare: Pick an enemy unit in combat with this unit to be the target.

Effect: Roll a dice. On a 4+, the target has **STRIKE-LAST** for the rest of the turn.

KEYWORDS

RAMPAGE

Once Per Turn (Army), Your Hero Phase

AWAKENING THE WOOD: *At a Treelord Ancient's command, wyldwood trees come to life and attack with twisted branches and thorny boughs.*

Declare: Pick a visible friendly **Awakened Wyldwood** wholly within 18" of this unit to be the target.

Effect: Roll a D3. On a 2+, inflict an amount of mortal damage equal to the roll on each enemy unit within the target's combat range.

KEYWORDS

HERO, MONSTER, WIZARD (1)

ORDER, SYLVANETH



• SYLVANETH WARSCROLL •
BRANCHWYCH

RANGED WEAPONS		Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Swarm of Spites		12"	6	4+	4+	1	1	Crit (Auto-wound), Companion
MELEE WEAPONS			Atk	Hit	Wnd	Rnd	Dmg	Ability
Greenwood Scythe and Bittergrub			3	3+	4+	1	D3	-

✂ Once Per Turn (Army),
 Enemy Combat Phase

FURY OF THE FOREST: *Fiercely protective of the forests, Branchwyches provoke fury in their kin should their sacred domains and sulpod groves be threatened.*

Declare: If this unit is wholly within 6" of any friendly **Awakened Wyldwoods**, pick a friendly **SYLVANETH** unit wholly within 12" of this unit to be the target.

Effect: Roll a dice. On a 3+, the target has **STRIKE-FIRST** for the rest of the turn.



KEYWORDS

HERO, WIZARD (1), INFANTRY

ORDER, SYLVANETH



• SYLVANETH WARSCROLL •

GOSSAMID ARCHERS

RANGED WEAPONS		Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Gossamid Bow		12"	2	3+	3+	1	1	Crit (Auto-wound), Shoot in Combat
MELEE WEAPONS			Atk	Hit	Wnd	Rnd	Dmg	Ability
Cruel Talons			1	3+	4+	-	1	-

Passive

FOREST FIGHTERS: *These warriors fight in loosely scattered formations, the better to take advantage of the terrain in their arboreal domains.*

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

Once Per Turn, Any Shooting Phase

ZEPHYRSPITES: *These buzzing insectile symbiotes can be released to confound the attacks of the foe for a short time as their masters sprint off to find safety anew.*

Effect: If this unit used a **SHOOT** ability this phase, this unit can move D6". It cannot move into combat during any part of that move.



KEYWORDS

INFANTRY, CHAMPION, FLY

ORDER, SYLVANETH



• SYLVANETH WARSCROLL •

THE TWISTWEALD

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Voracious Swarm	10"	6	3+	4+	1	1	Shoot in Combat
Warden's Bow	18"	2	3+	4+	1	1	-
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Twistroot Talons		3	3+	4+	-	1	-
Warden's Blade		2	3+	4+	1	2	-

Each model in this unit is armed with Twistroot Talons.

- The champion is a Swarmsage and is also armed with a Voracious Swarm.
- 2/8 models are Twistroot Wardens and must replace their Twistroot Talons with a Warden's Blade.
- 1/2 Twistroot Wardens can replace their Warden's Blade with a Warden's Bow and Twistroot Talons.

Any Charge Phase

ERUPTION OF THORNED VINES:

Barbed vines burst from the ground and infected Sylvaneth flesh to ensnare foes, slowing their movement and forcing them to confront the Twistweald head on.

Declare: If this unit is more than 6" from all other friendly SYLVANETH units, pick an enemy unit within 12" of this unit to be the target.

Effect: Subtract D3 from charge rolls for the target for the rest of the turn.



KEYWORDS

INFANTRY, CHAMPION (1/8)

ORDER, SYLVANETH



• SYLVANETH WARSCROLL •
**SPITERIDER
 LANCERS**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Spiterider Lance	3	3+	4+	1	1	Charge (+1 Damage), Anti-CAVALRY (+1 Rend)
Sharp Mandibles	3	4+	3+	1	1	Charge (+1 Damage), Companion

Passive

FOREST FIGHTERS: *These warriors fight in loosely scattered formations, the better to take advantage of the terrain in their arboreal domains.*

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

End of Any Turn

THRUMMING WITH LIFE: *Ancient creatures who endured the death of a world, dragonspites possess a deep connection to the energies of life, and are almost impossible to slay.*

Effect: Heal (3) this unit.

Any Combat Phase

DESCENT OF THE SPITERIDERS: *Should the buzzing chorus of the Spiterider Lancers be heard, it is already too late to evade their devastating charge.*

Effect: If this unit charged this turn, roll a dice. On a 3+, this unit has **STRIKE-FIRST** for the rest of the turn.



KEYWORDS

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

ORDER, SYLVANETH



• SYLVANETH WARSCROLL •

REVENANT SEEKERS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Seeker's Sickle	3	3+	4+	1	1	Crit (Mortal)
Sharp Mandibles	3	4+	3+	1	1	Charge (+1 Damage), Companion

⚙️ Passive

FOREST FIGHTERS: *These warriors fight in loosely scattered formations, the better to take advantage of the terrain in their arboreal domains.*

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

🚩 Passive

HARVESTERS OF THE LAMENTIRI: *The lamentiri collected by Revenant Seekers are potent stores of life energy that can be harnessed in desperate situations to heal and empower fellow Sylvaneth.*

Effect: Each time a friendly unit wholly within 12" of any friendly **Revenant Seekers** units uses the 'Rally' command, you can make 3 additional rally rolls of D6.

🛡️ End of Any Turn

THRUMMING WITH LIFE: *Ancient creatures who endured the death of a world, dragonspites possess a deep connection to the energies of life, and are almost impossible to slay.*

Effect: Heal (3) this unit.



KEYWORDS

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

ORDER, SYLVANETH



• SYLVANETH WARSCROLL •

KURNOTH HUNTERS

WITH KURNOTH GREATSWORDS

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

Passive

ENVOYS OF THE EVERQUEEN:
Kurnoth Hunters heed the will of Alarielle through arcane vibrations in nexuses of the realmroots.

Effect: While this unit is contesting an objective, friendly SYLVANETH units contesting that objective have **WARD (6+)**.

Any Combat Phase

TRAMPLE UNDERFOOT: *Kurnoth Hunters use their size and strength against their foes, stamping on and crushing them.*

Declare: If this unit charged this turn, pick an enemy unit that is in combat with this unit to be the target.

Effect: Roll a dice for each model in this unit. For each 3+, inflict 1 mortal damage on the target.



KEYWORDS

INFANTRY, CHAMPION

ORDER, SYLVANETH, KURNOTHI



• SYLVANETH WARSCROLL •

KURNOTH HUNTERS

WITH KURNOTH SCYTHES

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Kurnoth Scythe	3	3+	3+	1	3	Anti-charge (+1 Rend)

Passive

ENVOYS OF THE EVERQUEEN:

Kurnoth Hunters heed the will of Alarielle through arcane vibrations in nexuses of the realmroots.

Effect: While this unit is contesting an objective, friendly SYLVANETH units contesting that objective have **WARD (6+)**.

Any Combat Phase

TANGLETHORN THICKET: *Kurnoth Hunters sprout thick weaves of thorned branches that pin their foe in place and tear them to shreds if they try to move.*

Declare: Pick an enemy unit that charged this turn and is in combat with this unit to be the target.

Effect: Roll a dice for each model in this unit. For each 3+, inflict 1 mortal damage on the target.



KEYWORDS

INFANTRY, CHAMPION

ORDER, SYLVANETH, KURNOTHI



• SYLVANETH WARSCROLL •

KURNOTH HUNTERS

WITH KURNOTH GREATBOWS

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Kurnoth Greatbow	18"	2	3+	3+	1	2	Anti-HERO (+1 Rend)
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability	
Vicious Claws	3	3+	3+	-	1	-	

U Passive

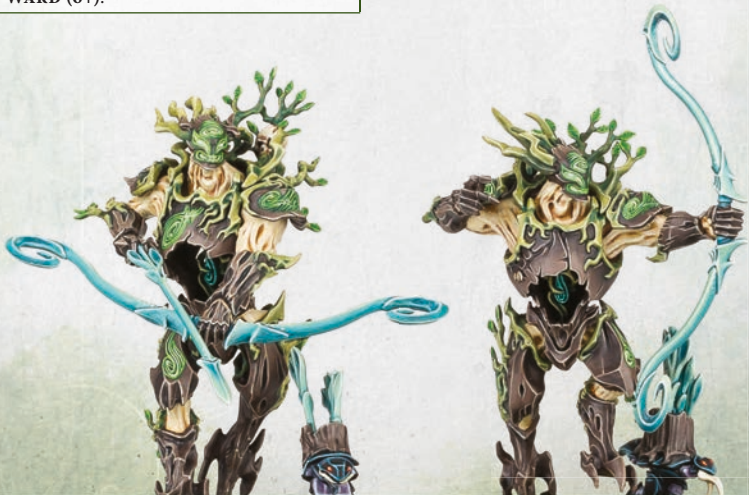
ENVOYS OF THE EVERQUEEN:
Kurnoth Hunters heed the will of Alarielle through arcane vibrations in nexuses of the realmroots.

Effect: While this unit is contesting an objective, friendly SYLVANETH units contesting that objective have **WARD (6+)**.

🏹 Your Shooting Phase

STEADY AIM: Kurnoth Hunters take the time to steady their aim and line up a priority target before unleashing their arrows with deadly precision.

Effect: This unit can ignore the 'Guarded Hero' ability (Core Rules, 25.0) for the rest of the turn.



KEYWORDS

INFANTRY, CHAMPION

ORDER, SYLVANETH, KURNOTHI



• SYLVANETH WARSCROLL •

DRYADS

MELEE WEAPONS

Atk	Hit	Wnd	Rnd	Dmg	Ability
2	4+	4+	-	1	-

Wracking Talons

Passive

BLESSINGS OF THE FOREST:

The forest folk draw upon currents of life magic running through their surroundings like freshwater streams, harnessing the energies to shield themselves from harm.

Effect: Subtract 1 from hit rolls and wound rolls for attacks that target this unit while it is wholly within 6" of any friendly Awakened Wyldwoods.



KEYWORDS

INFANTRY, CHAMPION

ORDER, SYLVANETH



• SYLVANETH WARSCROLL •

TREE-REVENANTS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Protector Glaive and Blade	2	3+	4+	1	1	-

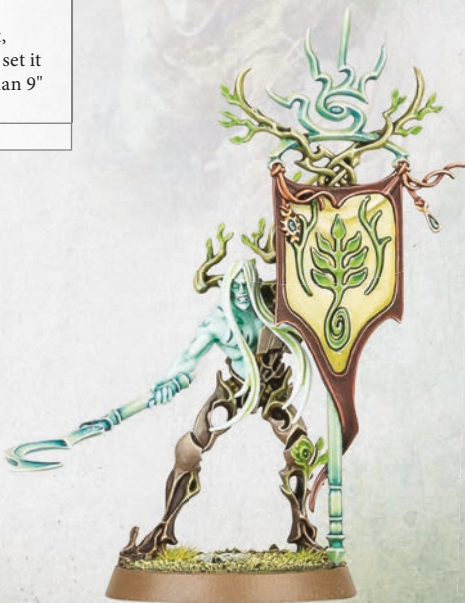
➤ Once Per Turn (Army),
Your Movement Phase

WAYPIPER'S DANCE: *The Tree-Revenants move with flowing grace, following their waypiper's lead along the spirit paths to strike the enemy where it is most needed.*

Effect: If this unit is not in combat, remove it from the battlefield, and set it up again on the battlefield more than 9" from all enemy units.

KEYWORDS

CORE



KEYWORDS

INFANTRY, CHAMPION, MUSICIAN (1/5), STANDARD BEARER (1/5)

ORDER, SYLVANETH



• SYLVANETH WARSCROLL •
SPITE-REVENANTS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Cruel Talons and Fangs	3	3+	4+	-	1	Crit (Mortal)

⚙ Any Combat Phase

UNBRIDLED MALICE: *Spite-Revenants fill the air with blood-chilling curses and wailed disharmonies in unknowable tongues.*

Declare: Pick an enemy **INFANTRY** unit in combat with this unit to be the target.

Effect: Roll a dice. On a 3+, the target cannot use commands for the rest of the turn.



KEYWORDS

INFANTRY, CHAMPION

ORDER, SYLVANETH



• SYLVANETH WARSCROLL •
GLADEWYRM

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Fearsome Mandibles and Bladed Carapace	6	4+	2+	1	D3	Anti-WIZARD (+1 Rend)

➤ Your Movement Phase

BURROW BELOW: Navigating the realmroots and ley lines in search of prey, Gladewyrms are able to burrow deep into the earth before reappearing elsewhere.

Effect: If this **MANIFESTATION** is not in combat, remove it from the battlefield and set it up again on the battlefield more than 9" from all enemy non-**WIZARD** units and more than 3" from all enemy **WIZARDS**.

KEYWORDS CORE

⚙ End of Any Turn

FEED ON ELDRITCH ENERGY: *The Gladewyrm emerges from below to protect the realmroots from hostile magic.*

Declare: Pick an enemy **WIZARD** in combat with this **MANIFESTATION** to be the target.

Effect: Subtract 1 from casting rolls, unbinding rolls and banishment rolls for the target until the end of your next turn.



MANIFESTATION, ENDLESS SPELL, WARD (6+)

KEYWORDS

ORDER, SYLVANETH



• SYLVANETH WARSCROLL •
**VENGEFUL
 SKULLROOT**

MELEE WEAPONS

Lumbering Bulk

Atk Hit Wnd Rnd Dmg

3 4+ 2+ 1 D3

Ability

-

● End of Any Turn

VENGEFUL TERRORS: *Wherever this rogue spirit creeps, its roots open the shallow graves of battles past, dragging grotesque remains to the surface which chill the hearts of the forest's foes.*

Declare: Pick an enemy unit within 3" of this **MANIFESTATION** to be the target.

Effect: Subtract an amount from the target's control score equal to the number of friendly units that have been destroyed this battle (not including **MANIFESTATIONS** or **FACTION TERRAIN**).



MANIFESTATION, ENDLESS SPELL, FLY, WARD (6+)

KEYWORDS

ORDER, SYLVANETH



• SYLVANETH WARSCROLL •
SPITESWARM HIVE

⚙️ **Your Hero Phase**

THE HIVE NOURISHES: *Blessed are the Spiteswarms with Ghyranite magic, which suffuses their hives and drips from their mandibles. When these creatures are summoned forth by their Sylvaneth masters, they burst from the hive in obscuring clouds to bestow their healing bite.*

Declare: Pick a visible friendly SYLVANETH unit within 3" of this MANIFESTATION to be the target.

Effect: Roll a dice. On a 2+, pick 1 of the following effects to apply to the target for the rest of the turn:

Vital Venoms: Add 1 to run rolls and charge rolls for the target.

Shielding Swarm: The target has WARD (6+).



KEYWORDS

MANIFESTATION, ENDLESS SPELL, WARD (6+)

ORDER, SYLVANETH



• SYLVANETH WARSCROLL •
**AWAKENED
 WYLDWOOD**

The following universal terrain abilities apply to this terrain feature (Terrain, 1.2):

Cover, Unstable, Obscuring

⚙️ **Deployment Phase**

DEPLOY WYLDWOOD: *The wyldwoods within which the Sylvaneth dwell are possessed of a bitter animus. They stir for the sole purpose of excising intruders to their tree-kin's territories. Their reaching branches and choking roots will crush, slash and stab through any that dare come near, watering the soil with their blood.*

Effect: Set up this terrain feature wholly within friendly territory, more than 3" from all objectives and other terrain features. This terrain feature has now been deployed.

KEYWORDS

DEPLOY TERRAIN

⚙️ **Passive**

GROWING WOODS: *An Awakened Wyldwood varies greatly in size and scale, but often grow rapidly once summoned by the Sylvaneth.*

Effect: Each time you set up an **Awakened Wyldwood**, you can place 1-3 scenery pieces (Terrain, 1.6). If you place more than 1 scenery piece, the tips at the end of each base must touch, forming a circle. Add 2 to the Health characteristic of this terrain feature for each additional scenery piece that is placed after the first.

⚔️ **Passive**

OVERGROWN WILDERNESS: *Only the Sylvaneth can see more than a few yards into these foreboding thickets.*

Effect: Enemy units can be targeted by shooting attacks made by friendly **SYLVANETH** units even if they are behind or wholly on this terrain feature (this is an exception to Terrain, 1.2).

⚔️ **Once Per Turn (Army),
 Any Combat Phase**

VENGEFUL FOREST SPIRITS: *The spirits within a Sylvaneth wyldwood are easily angered by trespassers into their domain.*

Declare: Pick each enemy unit within this terrain feature's combat range to be the targets.

Effect: Roll a dice for each target. On a 4+, inflict D3 mortal damage on the target.

KEYWORDS

FACTION TERRAIN

ORDER, SYLVANETH

SPEARHEAD



SYLVANETH BITTERBARK COPSE

This Spearhead army consists of the following units:

GENERAL

- ◆ Branchwych

UNITS

- ◆ 1 Treelord
- ◆ 3 Kurnoth Hunters
- ◆ 5 Tree-Revenants



A Bitterbark Copse is a gathering of Sylvaneth that channels the spirit-song of Alarielle's warlike Summer Aspect to purge the enemies of natural law. They are led by a Branchwych, a vengeful creature of bark and briar that cleaves through foes with their scythe. Fiercely protective of both their forest and their kin, each Branchwych wields verdant magic that allows them to weave sundered Sylvaneth barkflesh back together or add a thorned edge to their enchanted weapons.

Alongside them stride the wood-sinewed warriors of the Copse. Kurnoth Hunters fire with devastating accuracy from the back lines. They are uniquely in tune with the vibrations of the realmroots, allowing them to draw upon Alarielle's might wherever they might be. Defending them are the Tree-Revenants, fey beings imbued with the memories of their fallen ancestors, who have ever sought to protect natural places of power. With centuries of experience to draw on, they are martial experts, able to switch between attacking and defending with natural fluidity. Each Copse is also accompanied by a Treelord, an ancient arboreal giant. Each one has lived for untold years, growing ever taller, wiser and more fearsome in battle.

'Our enemies' corpses shall nourish the lands that they sought to destroy.'

– Branchwych Saoirsa

BATTLE TRAITS

U Once Per Turn, End of Any Turn

LEY LINES: *The Sylvaneth draw strength from natural sites of mystical power.*

Effect: Heal (1) each friendly unit that is within 3" of any terrain features.

↗ Once Per Turn, End of Any Turn

STRIKE AND FADE: *These warriors use the spirit paths to ambush the enemy before retreating back into the shadows.*

Declare: Pick a friendly unit that used a **FIGHT** ability this turn and is within 3" of any terrain features, then roll a dice.

Effect: On a 2+, remove that unit from the battlefield and set it up again so that each model in the unit is within 3" of any terrain features and more than 6" from all enemy units.



REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

✂ Once Per Turn, End of Any Turn

VENGEFUL SPIRITS OF THE LAND: *The realm-spirits lingering around the ancient sites are roused to wrath and unleashed upon the Sylvaneth's enemies.*

Declare: Pick an enemy unit that is contesting an objective and roll a dice.

Effect: On a 4+, inflict D3 mortal damage on that enemy unit.

↗ Once Per Turn, Your Movement Phase

WALKERS OF THE HIDDEN PATHS: *These mysterious warriors walk the realmroots.*

Declare: Pick a friendly unit that is within 3" of any terrain features and not in combat.

Effect: Remove that unit from the battlefield and set it up again more than 6" from all enemy units. That unit cannot use **MOVE** abilities for the rest of the phase.

ENHANCEMENTS: Give your general 1 of the following enhancements.

U Your Hero Phase

REGROWTH: *Your general channels an invigorating bloom of magic.*

Declare: Pick a visible friendly unit wholly within 18" of your general to be the target, then make a casting roll of 2D6.

Effect: On a 5+, **Heal (D6)** the target.

U Passive

GNARLED WARRIOR: *This Sylvaneth's battle-scarred hide has turned aside countless blades.*

Effect: Ignore negative modifiers to save rolls for your general.

X Your Hero Phase

TREESONG: *Your general implores the spirits of the wyldwoods to guide the blades of their allies.*

Declare: Pick a visible friendly unit wholly within 12" of your general to be the target, then make a casting roll of 2D6.

Effect: On a 7+, add 1 to the Rend characteristic of the target unit's melee weapons until the start of your next turn.

U Passive

SEED OF REBIRTH: *Should its bearer ever fall, the seed will grant them new life.*

Effect: If your general would be destroyed, before removing them from play, roll a dice. On a 3+, your general is not destroyed and any remaining damage points inflicted on them have no effect. Then, **Heal (1)** your general. This unit cannot use this ability again for the rest of the battle.

• SPEARHEAD WARSCROLL •

BRANCHWYCH

MOVE
6"
HEALTH 5 SAVE 5+
CONTROL 2

Warrior matriarchs and guardians of the Sylvaneth's legacy, Branchwyches lead their kin to battle with blasts of sorcery and hissing swings of their scythes, even as their bittergrub familiars lash and bite their adversaries. These same weapons are used when the fighting is done to harvest the life essence and memories from the Sylvaneth's fallen. It is the duty of the Branchwyches to revive their kin with the verdurous harmonies of Ghyran and, if they fall, to plant their lamentiri amidst the soulpod groves to allow Alarielle's future children to inherit the feelings and experiences within them.

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Greenwood Scythe and Bittergrub	3	3+	4+	1	D3	-

Your Hero Phase

VERDUROUS HARMONY: *The wizard plucks reviving motes of magic from the air and uses them to renew the broken forms of fallen warriors.*

Declare: Pick a visible friendly unit wholly within 18" of this unit to be the target, then make a casting roll of 2D6.

Effect: On a 7+, you can return 1 slain model to the target unit. If you picked a **Tree-Revenants** unit, you can return D3 slain models instead of 1.



KEYWORDS

HERO, WIZARD, INFANTRY

• SPEARHEAD WARSCROLL •

TREELORD




MOVE
5"

HEALTH 14

SAVE 3+

CONTROL 5

Treelords stomp towards the enemy with earth-shaking strides. Their roots burrow through the soil as fast as arrows through the air, exploding from the ground to rend and throttle, while every swing of their vast talons slaughters another swathe of foes. Each one draws upon the experience of several mortal lifespans in battle. Their sheer power and dominance of the battlefield allows smaller Sylvaneth kin to dart around them and pick apart floundering enemy formations. The great strength and wisdom of Treelords often sees them act as the captains and champions of each wargrove.


 RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Strangleroots	10"	3	3+	2+	1	2	Shoot in Combat
 MELEE WEAPONS	Attacks		Hit	Wound	Rend	Damage	Ability
Sweeping Blows	5		4+	2+	1	2	-
 Massive Impaling Talons	2		4+	2+	2	3	-

 Any Combat Phase

GROUNDSHAKER: *The earth quakes as the Treelord stomps down hard, shaking the enemy's wits.*

Declare: Pick an enemy unit in combat with this unit to be the target, then roll a dice.

Effect: On a 4+, the target has **STRIKE-LAST** this phase.

 Passive

BATTLE DAMAGED
Effect: While this unit has 10 or more damage points, the Attacks characteristic of its **Massive Impaling Talons** is 1.



KEYWORDS

MONSTER

• SPEARHEAD WARSCROLL •


KURNOTH HUNTERS



Champions amongst the forest kindred, each Kurnoth Hunter is skilled in the use of a variety of enchanted weapons, among them a greatbow the size of an artillery piece. The first of these ferocious warriors was planted after Alarielle came into her summer aspect, imbuing her chosen envoys with the tenacity and strength required for war.

They are particularly in tune with the realmroots, allowing them to sense the Everqueen's will and convey orders to their kin. During battle, Kurnoth Hunters armed with bows will dig their roots into the ground and fire into the enemy's lines tirelessly, weathering any oncoming storm.

 RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Kurnoth Greatbow	18"	2	3+	3+	1	2	-
 MELEE WEAPONS	Attacks		Hit	Wound	Rend	Damage	Ability
Vicious Claws	3		3+	3+	-	1	-

 **Passive**

ENVOYS OF THE EVERQUEEN: *Kurnoth Hunters can channel a fraction of their goddess's divine power through those sites that resonate with the realmroots.*

Effect: While this unit is contesting an objective, friendly units contesting that objective have **WARD (6+)**.



KEYWORDS

INFANTRY

• SPEARHEAD WARSCROLL •



TREE-REVENANTS



The Tree-Revenants move with flowing grace, flickering along the spirit paths to carve their way through the enemy's ranks. Their highly ritualised way of war lends them a lethal speed and skill that few enemies can stand against. Each one has a lamentiri at their core, a seed imbued with the memories and experiences of those who came before. This allows the Tree-Revenants to accumulate multiple mortal lifetimes' worth of martial memories, strengthened by their eternal desire to protect their homes and kin.

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Enchanted Blade	2	3+	4+	1	1	-

✂ Any Combat Phase

MARTIAL MEMORIES: *Tree-Revenants can draw on centuries of experience when they go to war.*

Effect: Pick 1 of the following effects to apply to this unit this phase:

Memories of War: Add 1 to hit rolls for attacks made by this unit.

Memories of Peace: Add 1 to save rolls for this unit.



KEYWORDS

INFANTRY, REINFORCEMENTS