

TREELORD



Treelords storm 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.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Strangleroots	12"	5	☀	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Massive Impaling Talons	1"	1	3+	☀	-2	1
Sweeping Blows	3"	☀	3+	3+	-1	D6

DAMAGE TABLE

Wounds Suffered	Massive Impaling Talons	Sweeping Blows	Strangleroots
0-2	2+	4	2+
3-4	2+	3	3+
5-7	3+	2	4+
8-9	3+	2	5+
10+	4+	1	6+

KEYWORDS

ORDER, SYLVANETH, NOBLE SPIRITS, MONSTER, TREELORD

DESCRIPTION

A Treelord is a single model armed with Massive Impaling Talons, Sweeping Blows and Strangleroots.

ABILITIES

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

At the start of the combat phase, pick 1 enemy unit within 3" of this model and roll a dice. On a 4+ that unit fights at the end of that combat phase, after the players have picked any other units to fight.

Impale: *The spear-like growths that form this tree spirit's talons have vanquished many enemies of the Everqueen.*

If the unmodified hit roll for an attack made with Massive Impaling Talons is 6, that attack inflicts D6 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll).

Spirit Paths: *These ancient guardians of the forest can walk the spirit paths at will, vanishing from sight only to reappear where they are needed most.*

At the start of your movement phase, if this model is wholly within 6" of a friendly **AWAKENED WYLDWOOD**, it can walk the spirit paths instead of making a normal move in that movement phase. If it does so, remove this model from the battlefield and set it up wholly within 6" of a different friendly **AWAKENED WYLDWOOD** and more than 9" from any enemy units.