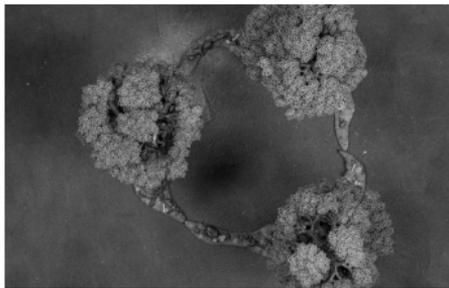


AWAKENED WYLDWOOD

When the Wyldwoods of the Sylvaneth stir, enemies of the natural order must be on their guard. The awakened spirits that dwell within these ancient groves are roused to terrible fury by intrusions into their domain. They seek every chance to prey upon those foolish enough to stray beneath their shadowed boughs.

DESCRIPTION

An Awakened Wyldwood is a single terrain feature consisting of 3-6 Citadel Wood models. Each tip of each Citadel Wood model must touch the tip of a different Citadel Wood model, with the tips of all the models pointing inwards so that a ring is formed. The battlefield inside the ring is treated as being part of that Awakened Wyldwood.



ABILITIES

Overgrown Wilderness: *It is only possible to see a few yards into these foreboding thickets.*

Models are not visible to each other if an imaginary straight line 1mm wide drawn between the closest points of the two models crosses over more than 1" of an **AWAKENED WYLDWOOD**. This scenery rule does not apply if either model can fly.

Wyldwood: *The spirits within a Wyldwood are easily angered by trespassers into their domain.*

At the end of the charge phase, roll a dice for each unit within 1" of an **AWAKENED WYLDWOOD** which does not have the **SYLVANETH** keyword. On a 6, that unit suffers D3 mortal wounds.

Roused By Magic: *The arcane currents of hostile spellcasting drive Wyldwood spirits into a fury.*

In the hero phase, if a spell is successfully cast by a **WIZARD** wholly within 6" of an **AWAKENED WYLDWOOD** and not unbound, roll a dice for each unit within 1" of that **AWAKENED WYLDWOOD** which does not have the **SYLVANETH** keyword. On a 5+ that unit suffers D3 mortal wounds after that spell's effects have been resolved.