

SYLVANETH WYLDWOOD

DESCRIPTION

A Sylvaneth Wyldwood is a terrain feature consisting of up to three Citadel Woods placed within 1" of each other. For the denizens of the forests they are places of shelter and respite. However, the spirits within the trees are easily angered by other creatures that trespass their boundaries, and magical power is guaranteed to drive the Wyldwood into a fury.

SCENERY RULES

The following scenery rules are used for these models (do not roll on the Scenery Table on the *Warhammer Age of Sigmar* rules sheet).

Wyldwood: Roll a dice for each model that makes a run or charge move across, or finishing on, a Sylvaneth Wyldwood. On a roll of 1 the model is slain. Do not roll for models that have the **SYLVANETH**, **MONSTER**, or **HERO** keywords.

Roused By Magic: Roll a dice whenever a spell is successfully cast within 6" of a Sylvaneth Wyldwood (even if it is unbound). On a roll of 5 or more the forest is roused by the magical energy and attacks. If this happens, all units within 1" of the Sylvaneth Wyldwood suffer D3 mortal wounds. **SYLVANETH** units are not attacked if a Wyldwood is roused in this way.

KEYWORDS

SCENERY, SYLVANETH WYLDWOOD