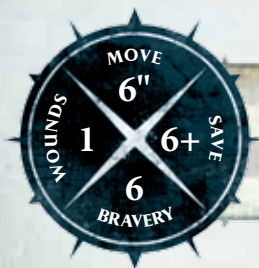




## GLADE GUARD



	Range	Attacks	To Hit	To Wound	Rend	Damage
<b>MISSILE WEAPONS</b>						
Longbow	20"	1	4+	4+	-	1
<b>MELEE WEAPONS</b>						
Glade Blade	1"	1	5+	5+	-	1

### DESCRIPTION

A unit of Glade Guard has 10 or more models. They are armed with Glade Blades and loose deadly volleys of arrows from their Longbows.

### LORD'S BOWMAN

The leader of this unit is the Lord's Bowman. A Lord's Bowman makes 2 attacks rather than 1 with his Longbow.

### PENNANT BEARER

Models in this unit may be Pennant Bearers. If the unit includes any Pennant Bearers, add 1 to the Bravery of its models. Add 2 their Bravery instead if the unit is in cover.

### HORNBLOWER

Models in this unit may be Hornblowers. You can re-roll the dice when determining how far this unit can run if it includes any Hornblowers.

### ABILITIES

**Peerless Archery:** You can add 1 to all hit rolls made for a unit of Glade Guard in the Shooting phase if it has 20 or more models and there are no enemy models within 3".

**Arcane Bodkins:** Once per game, this unit can fire enchanted arrows called arcane bodkins in your shooting phase instead of their normal arrows. If they do, the Rend of their Longbows is -3 until the end of that phase.

### KEYWORDS

ORDER, AELF, WANDERER, GLADE GUARD