

# TREELORD

Mighty defenders of the forest, the sylvaneth Treelords storm toward the foe with earth-shaking strides. Their roots burrow through the ground as fast as an arrow through the air, exploding from the earth to rend and throttle. Meanwhile, every swing of the Treelord's vast talons and crashing feet slaughters another swathe of the foe.



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
Sweeping Blows		3"	✱	3+	3+	-1	D6
Massive Impaling Talons		1"	1	3+	✱	-2	1

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

## DESCRIPTION

A Treelord is a single model. Treelords are armed with Massive Impaling Talons, and can also attack with huge Sweeping Blows, or from afar with writhing Strangleroots.

## ABILITIES

**Groundshaking Stomp:** At the start of the combat phase the Treelord stomps the ground; roll a dice for each enemy unit within 3" of this model. On a roll of 4 or more that unit is knocked off their feet by the impact and must subtract 1 from all hit rolls in that combat phase as they regain their footing.

**Impale:** If a Treelord's Massive Impaling Talons inflict a wound on an enemy model, roll a dice and subtract 1 from the roll. If the result equals or exceeds the number of wounds the enemy model has remaining, it is slain.

**Spirit Paths:** If a Treelord is within 3" of a **SYLVANETH WYLDWOOD** at the start of your movement phase it can travel along the spirit paths. If it does so, remove the Treelord from the battlefield, and then set it up within 3" of a different **SYLVANETH WYLDWOOD**, more than 9" from any enemy models. This is its move for the movement phase.

## KEYWORDS

ORDER, SYLVANETH, MONSTER, TREELORD