



WARSCROLL

YLTHARI



The Thornwych Ylthari tirelessly seeks those soulpods that have been claimed by Nagash, and by channelling rampant life magic she rids the dead places of those who would serve the Great Necromancer.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Briar Staff	1"	1	3+	3+	-1	D3
Spiteful Thorns	1"	3	4+	4+	-	1
Snapping Mandibles	1"	1	4+	4+	-1	1

DESCRIPTION

Ylthari is a named character that is a single model. She is armed with a Briar Staff and Spiteful Thorns.

COMPANION: Ylthari is accompanied by a Spite that attacks with its Snapping Mandibles. For rules purposes, it is treated in the same manner as a mount.

ABILITIES

Vigour and Wrath: *Ylthari and her guardians have only recently been awakened, and are imbued with bountiful vigour and wrath.*

You can re-roll wound rolls of 1 for attacks made by this model.

MAGIC

Ylthari is a **WIZARD**. She can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. She

knows the Arcane Bolt, Mystic Shield and The Reaping spells.

The Reaping: *Ylthari unleashes a scything blast of magical energy that cuts down her foes like corn.*

The Reaping has a casting value of 6. If successfully cast, pick 1 enemy unit within 12" of the caster that is visible to them and roll 6 dice. For each 5+ that unit suffers 1 mortal wound.

KEYWORDS

ORDER, SYLVANETH, OAKENBROW, HERO, WIZARD, THORNWYCH, YLTHARI



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YLTHARI'S GUARDIANS



Grown from ancient soulpods in the Realm of Death, Ylthari's Guardians were once diplomats and emissaries, though now they are evergreen with bitter wrath and seek only vengeance for their kin who have been slain.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Revenant Bow	24"	2	4+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Enchanted Greatblade	1"	4	3+	3+	-1	1
Protector Glaive	1"	2	4+	3+	-1	2
Revenant Bow	1"	1	4+	3+	-	1

DESCRIPTION

Ylthari's Guardians is a unit that has 3 models. Gallanghann is armed with a Protector Glaive; Skhathael is armed with an Enchanted Greatblade; and Ahnslaine is armed with a Revenant Bow.

ABILITIES

Martial Memories: *Tree-Revenants are suffused with the echoes of their predecessors' lives, and can draw on centuries of experience when they go to war.*

At the start of the combat phase, roll a dice for each friendly unit with this ability that is within 3" of any enemy units. On a 3+ that unit fights at the start of the combat phase, before the players

pick any other units to fight in that combat phase. That unit cannot fight again in that combat phase unless an ability or spell allows it to fight more than once.

Vigour and Wrath: *Ylthari and her guardians have only recently been awakened, and are imbued with bountiful vigour and wrath.*

You can re-roll wound rolls of 1 for attacks made by this unit.

KEYWORDS

ORDER, SYLVANETH, OAKENBROW, TREE-REVENANTS, YLTHARI'S GUARDIANS

NIGHTVAULT UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Ylthari	1	1			Unique.
Ylthari's Guardians	3	3	180	Ylthari is a Leader	These units must be taken as a set for a total of 180 points. Although taken as a set, each is a separate unit.