

Fen Guard

Deep within the cursed marshes lays the remains of the everglade, a former extension of Athel Loren, long since abandoned by the Elves and corrupted by the evil of the marshes. Patches of the glade still exist uncorrupted but these are small and far between. Within these patches lay the Fen Guard, silent protectors of the Glade, performing their duties centuries after their realm has fallen. Frequent encursions by beast men and Fimir keep the Fen Guard busy for the most part, and few humans venture deep enough into the marsh to ever witness the glades, and even fewer live to tell the tale.

Special Rules

Immune to Drugs and Poison – All Fen Guard are immune to Drugs and Poison, but still affected by Disease.

Fear of Fire – Active fires, torch wielding enemies or any flame on the battlefield, cause fear in Fen Guard.

Hired Swords – Fen Guard are reclusive inhuman creatures who have little to no way of communicating with the outside world. As such they are only able to use Elf Hired swords.

Bark Skin – Fen Guard have a 6+ armour save, which can be stacked with regular Armour. This save cannot be modified beyond 6 due to Strength modifiers (except by weapons with Cutting Edge Rule) but any result of 'no save' on the Critical Hit Charts will negate this 6+ save. **Fire Attacks Ignore this rule.**

Hard to Kill - Dryads and Spiteborn are not creatures of flesh, their limbs are Branches and their bodies dried trunks. They can only be taken out of action on a roll of 6 instead of 5-6 when rolling on the injury chart. Treat a roll of 1-2 as knocked down, 3-5 as stunned and 6 as out of action. **Fire Attacks Ignore this rule.**

Hard to Rattle: all Fen guard count as wearing a helmet, which gives you a 4+ stun save. **Fire Attacks Ignore this rule.**

Forest and Swamp Walk – Fen Guard can move through swamp and forest terrain without penalty

Grown Weapons – when purchasing a weapon for any Forest Folk the weapon actually grows from within them - Forest Folk cannot be Disarmed, or if captured, weapons cannot be taken from them. However you cannot reallocate weapons between your troops and if you take a weapon from them it is lost as the branch is snapped off and a new weapon grown. Any weapons found during the campaign may only be sold off and cannot be assigned to your warriors.

Regrowth – If a Fen Guard ever suffers a serious injury they can use a future skill advancement to regrow the lost limb/wound, striking it from your roster.

Natural State – Fen Guard may never wear cloaks, boots or armour other than that listed on their starting profile. They may also never visit any post game location within Marienburg (or any) City.

Untainted – Though they live their “lives” in the cursed marshes the Fen Guard have kept clean of the taint of chaos through strict rules of eradication. Anytime a member of the warband receives an actual mutation (see below) they must roll on the serious injury table (ignoring Captured and Sold to the Pits) as the rest of the warband cut the taint from the warrior. remove the mutation from the warrior

Variation – Warriors of the Fen Guard may start with a single “Variation” when hired, or when rolling doubles when levelling up they may choose a new “Variation”. Variations are chosen from the mutation list in corrupted characters, but do not count as mutations for other game rules (eg; Holy Water). The following mutations are available and must be paid for as listed;

Vine (Tentacle), Branch (Extra Arm) Thick Leaves (Cloud of Flies) Dense Trunk (Hulking Brute), Thorns (Spines), Spores (Black Blood) and possible Nesting Bird (Beak!)

Characteristic Increase

Profile	M	WS	BS	S	T	W	I	A	Ld
Dryad	5	6	4	4	5	4	5	3	10

Profile	M	WS	BS	S	T	W	I	A	Ld
Treekin	6	5	0	5	5	5	2	4	10

"Die thee, plaguespavn! Rotfinger! Viletouch! Squirm thy last! The sylvaneth kindled beauty in these lands you have befo'ld, and by my scytbe, so we shall again."

—Branchwych Astylia
at the Battle of the Oozing Dell

Choice of Warriors

A Glade Warriors Warband must include a minimum of three models. You have 500 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 12.

Branchwych: your warband must include a branchwych as your leader

Branchnymph; your warband may include up to one Branchnymph

Spiteborn: your warband may include up to two spiteborn.

Dryads: your warband may include any number of Dryads.

Treekin: your warband may include up to two Treekin.

Starting Experience

A **Branchwych** starts with 20 experience.

A **Branchnymph** starts with 14 experience.

A **Spiteborn** starts with 8 experience.

Henchmen start with 2 experience.

Dryad Equipment List

The following list is used by Fen Guard to pick their equipment.

Hand-to-hand Combat Weapons.

Sword.....	10gc
Spear.....	10gc
Hammer.....	3gc
Axe.....	5gc
Whip*.....	10gc
Greenwood Scythe**.....	60gc

Missile Weapons*

Splinters (Throwing Knives)	15gc
Vine Tendril (Fish Hook Shot).....	10gc

Armour

Shield.....	5gc
Iron Bark*.....	10gc
Armour of the Willow Wood*.....	130gc
Oaken Armour*.....	150gc

Miscellaneous Equipment

Climbing Vine (rope and hook)	5gc
Horn of the Wild Hunt***.....	110gc
Familiar**.....	20gc
Magic Acorn.....	100gc
Healing Herbs.....	10gc

*Heroes only **Branchwych only ***Branchnymph only

Dryad Skill Table

	Combat	Shooting	Strength	Academic	Speed	Special
Branchwych				✓	✓	✓
Branch Nymph	✓		✓			✓
Spiteborn			✓		✓	✓

Dryad Special Skills

Dryads may choose to use the following skill list instead of the standard skill lists.

absorption

The Hero's bark is thickened and soft, slowing the velocity of all missile fire. Assign -1 strength to all attacks against the hero in the shooting phase.

harvester of souls

(Branchwych only) when hiring a new hero, the Branchwych may "Transfer" D3 Stats or Skills (any combination) of another Fen Guard Hero who has died in a previous game, with an additional cost of half the dead Hero's XP value in GC. The newly seeded Hero must miss the first game in which they return to the roster, as they are still regrowing. Branchwych must possess a Greenwood scythe to perform this skill.

take root

The Hero may increase their toughness by +3 but may not move again for the rest of the game.

adaptation

The Hero may immediately choose any skill from the 5 main skill lists. This skill may only be taken once by each warrior.

gladeborn

The hero may enter the battle via any Forest or swamp terrain feature in any turn after the first.

transform

The Hero is able to transform their body into a semblance of an Elf long enough to enter marienburg. The Hero may now visit Post game locations within the city.

poison sap

Instead of trading, the hero may produce D3-1 batches of Black lotus post game, this poison may be distributed amongst your warband but may not be sold.

Dryad Special Equipment

This equipment is available to the Fen Guard and no other warband may purchase it.

greenwood scythe

60 gold crowns

Availability: Rare 10 (Branchwych only)

Both deal and life is dealt with the Greenwood Scythe. After slaying their enemies the Branchwyches use their scythes to harvest the Lamentari or souls of their brethren to prepare them for rebirth.

Range: Close Combat; **Strength** As user +1

Special Rules: Two handed, Treescuttle Venom.

SPECIAL RULES

Treescuttle Venom - +1 to injury rolls.

iron bark

10 gold crowns

Availability: Rare 5 (Fen Guard only)

Blessed bark from the Sacred Oak. Gives the Owner +2 to their armour save, but is broken the first time the user fails their save.

horn of the hunt

120 gold crowns

Availability: Rare 12 (Branch Nymph only)

Before each battle the Branch Nymph may take a leadership test to blow the horn. If they are successful roll on the table below. These Animals will fight for the warband and leave once the battle has finished. These animals do not count to your rout test or warband max.

D6

Result

- | | |
|---|-------------------------------|
| 1 | Nothing answers the call |
| 2 | D3+1 Hunting Hounds appear |
| 3 | a Tiger joins the battle |
| 4 | a Bear joins the battle |
| 5 | a Great Stag joins the battle |
| 6 | a Great Eagle joins. |



Heroes

1 Branchwych

125 gold crowns to hire

Branchwyches are druidic figures, practitioners of life magic and protectors of their clans' soulpod glades. The Branchwyches also bear the sombre responsibility of harvesting the fallen lamentiri of their Noble Spirits after a battle has ended. These they gather with swings of their scythes, bearing them back to the soulpod groves so that they may be planted anew in sacred soil. This is a vital part of the sylvaneth life cycle, and a duty that the Branchwyches will go to any lengths to see done

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	2	2	2	3	3	3	1	9

Weapons / Armour: A Branchwych may equip herself with weapons and armour chosen from the Dryad equipment list.

Special Rules: Leader, Immune to Pyschology.

SPECIAL RULES

Wizard: a Branchwych is a powerful wizard and starts with two spells from the Utterances of the Oak spell list.

Eternal: A Branchwych can choose to ignore any result on the hero's Serious Injury chart except Killed by taking a permanent -1 on their starting Wound profile. Obviously, a Branchwych with 1 Wound remaining on their starting profile does not have this option. A Branchwych that gets a Killed result instead takes a permanent -D3 Wounds on their starting profile. If this takes their starting Wound total to 0 or less, the Branchwych is Killed as normal.

Feed Upon Magic: A Branchwych can perform spells that, with the consumption of D3 Treasures, can give the Branchwych a permanent +1 Wound on their starting profile. This can only be used in between battles and cannot be used if the Branchwych searches for rare items or was put out of action in the previous battle. If the warband does not have enough Treasures to complete the spell, then the Treasures are consumed anyway and the Branchwych does not gain the Wound.

Advancement: If a Branchwych gets an advance roll of +1 Wound, they may instead pick a new skill from their available lists.

1 Branchnymph

90 gold crowns to hire

Branchnymphs are spiteful creatures with hearts akin to shards of ice. In the soul of a Dryad, there is neither room nor regard for compassion or mercy, merely an uncompromising dedication to Athel Loren that makes even the most heartfelt vows of Elf or Man seem trivial by comparison. To harm the forest is to invoke a deadly and unyielding vengeance that ends only when the transgressor's body has been ruined and broken. Only a fool deliberately offers insult to a Branchnymph, but alas, these spirit-maids are so utterly different to mortal creatures that offence is often taken whether it was intended or not..

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	3	3	4	2	3	1	8

Weapons / Armour: A Branchnymph may equip themselves with weapons and armour chosen from the Dryad equipment list.

SPECIAL RULES

Instinctual - Branch Nymphs live for one reason, to battle in defence of their home – they are *immune to psychology*, *Cause Fear* and are too focused on battle to ever become the leader. Note Fear of Fire still applies.



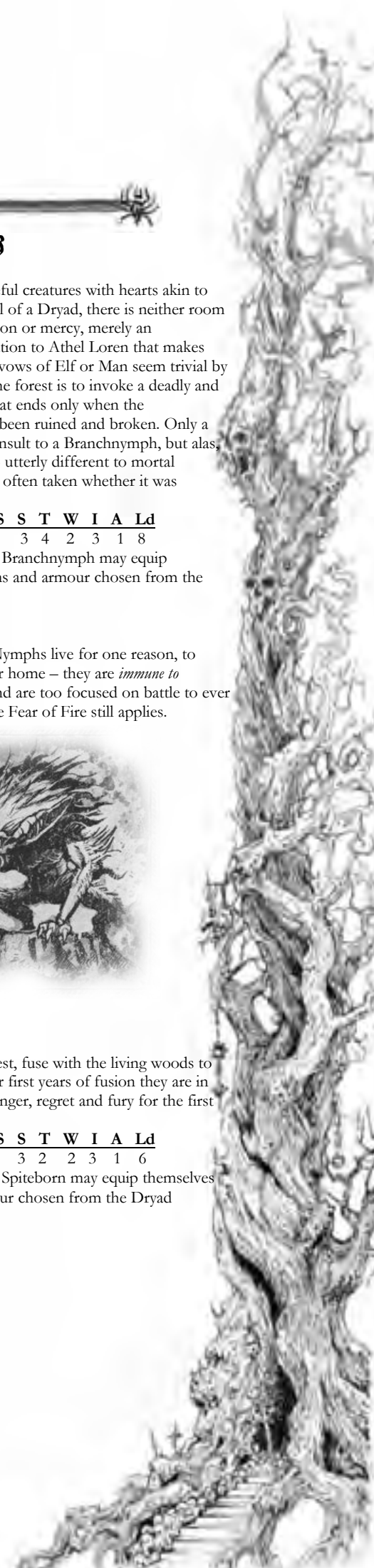
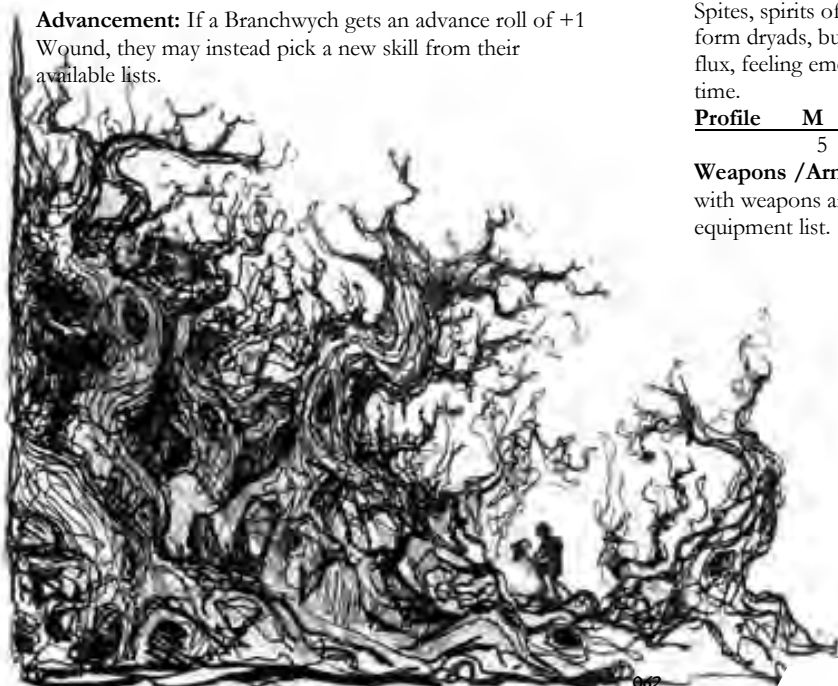
0-2 Spiteborn

45 gold crowns to hire

Spites, spirits of the forest, fuse with the living woods to form dryads, but in their first years of fusion they are in flux, feeling emotions; anger, regret and fury for the first time.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	3	3	3	2	2	3	1	6

Weapons / Armour: A Spiteborn may equip themselves with weapons and armour chosen from the Dryad equipment list.





Genchmen



Dryads

60 gold crowns to hire

Dryads are mysterious and spiteful creatures which have no comprehension of compassion or mercy. They are utterly dedicated to their forest home and to harm the woods is to incur the wrath of these deadly forest-spirits.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	3	0	3	4	1	2	1	8

Weapons / Armour: Dryads may equip themselves with weapons and armour chosen from the Dryad equipment list.

SPECIAL RULES

Fear: Dryads are a fearsome sight causing fear in their enemies.

Root walk: Dryads may only run in swamp, dirt or forest terrain, on any city terrain dryad may only walk or charge.

Tanglevine: For each Dryad a warrior is in combat with after the first, they lose 1 attack to a minimum of 1.

02 Treekin

180 gold crowns to hire.

Tree Kin are spirits that inhabit dead wood and trees, shaping it to their will. They are able to remain motionless for years, and are completely indistinguishable from normal lifeless trees from which they are formed, they however remain fully aware and are capable of ambushing an intruder with vicious speed, smiting him dead in less than a second

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	4	4	3	1	2	10

Weapons/Armour: Treekin cannot use weapons and fight unarmed without penalty.

SPECIAL RULES

Immune to Psychology: Treekin know no emotion and are immune to psychology

Fear: Treekin are terrifying and cause fear.

May Not Run: Treekin may not run, but may charge as normal

Large: Treekin are strike an imposing figure towering above normal men, any warrior may choose to target them, even if they are not the closed model

Redwood: a Treekin's Bark save is increased to 4+

Slow Growing: Treekin earn experience at half the rate of a normal warrior.



Animals of the Hunt

The following animals may be called by the Horn of the Hunt

Hunting Hounds

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	4	3	1	4	1	10

Weapons/Armour: Jaws and brutality! War hounds never use or need weapons and armour.

SPECIAL RULES

Animals: War hounds are animals and thus do not gain experience.

Bear

Profile	M	WS	BS	S	T	W	I	A	Ld
Bear	6	3	0	5	5	2	2	2	6

Special Rules: Trained, Fear, Bear Hug, Fiercely Loyal, Woodland Dwelling, Animal

SPECIAL RULES

Bear Hug: If the Bear hits the same enemy warrior with both of his attacks in the same round of combat, the player may choose to make a single Bear Hug attack instead of resolving the attacks normally. If this option is chosen, each player must roll a D6 and add his model's Strength to the roll. If the Bear's total is higher or the totals are equal, the opposing warrior takes a single automatic wound with no armour save allowed. If the enemy warrior's total is higher, the warrior has broken the Bear's hold and suffers no damage from the attack.

Woodland Dwelling: Bears suffer no movement penalty for moving through wooded areas.

Sabre Toothed Tiger

Profile	M	WS	BS	S	T	W	I	A	Ld
Big Cat	7	4	0	5	4	2	6	3	4

Special Rules: Fear, Animal.



Great Stag

Profile	M	WS	BS	S	T	W	I	A	Ld
Stag	8	4	0	4	4	2	6	2	10

Special Rules: Fear, Animal, Forest Walk, Thunderous Charge.

SPECIAL RULES

Thunderous Charge: A charging Great Stag is a terrifying sight, the ground itself trembling as the Forest Lord thunders into the ranks of their foe. On any turn when a Great Stage charges more than 8", he causes D3 impact hits at the basic strength of the Stag..

Great Eagle

Profile	M	WS	BS	S	T	W	I	A	Ld
Great Eagle	4	4	0	4	4	3	2	2	6

Flying Charge: A Great Eagle may fly up to 16".

Any model a Great Eagle comes into contact with while flying is considered charged. Models that are *stunned* or *knocked down* cannot be charged as it is too difficult for the Great Eagle to fly that close to the ground.

Aerial Escape: Great Eagles circle their prey before swooping in and remain in the air while harrying a foe. This makes them harder to hit. Only a warrior with sharp enough reflexes or a long pointy weapon stands a chance of pinning a Great Eagle down! If the charged model *strikes first* then resolve combat as normal. Otherwise after the Great Eagle attacks it retreats immediately to a lofty position within 2D6" before the charged model reacts. Similarly to escaping from combat, the Great Eagle receives an automatic hit from its opponent (see page 161 of the Mordheim rulebook) unless it passes a Leadership test.

Drop Attack: If a Great Eagle is successful with both attacks in the first round of combat then the Great Eagle has successfully grabbed on to her enemy and swoops back up in the air to drop the model allowing gravity to do the work instead! The attacks themselves do not wound but instead roll a D6 and a scatter dice. That is the distance and direction from the place where the attack took place that the model was dropped. Roll another D6 to determine a height from which the model falls. Falling models take D3 hits at a Strength equal to the height. If a model falls into a building than count the fall to where they land and then determine if the model falls again if it is within 1" of the platform edge. Any model that is struck by the dropped model suffers a Strength 3 hit. Large targets may only be dropped D3" due to weight. After dropping a model the Great Eagle retreats 2D6" to the nest or nearby rooftop.

Talons: Creatures with talons are accustomed to fighting unarmed.

Grounded: After the combat phase if a Great Eagle has been unable to flee for any reason the model is assumed to have landed and may be charged. While on the ground, a Great Eagle uses its movement characteristic and may only fly again when able to.

Utterances of the Oak

The winds of magic move through the forests as they do everywhere else. Incorporeal spites grasp at the winds tying them together and weaving them in new shapes and spells. Spellingers of the forest hear these woven whispers and call on them in times of need.

D6 Result

1 Tempest Call

Difficulty 10

The Branchwych performs a curious swaying dance, followed by a haunting cry. Dark clouds immediately gather overhead and a torrential rain pours down.

The weather is immediately changed to Raining, and any Fen Guard on the battlefield may recover 1 wound. This may not take them above their maximum wounds. This spell has no effect if the weather is already raining.

2 Return from the Wild

Difficulty 8

The Branchwych pulls the spirit of her warriors back from the brink of nothingness

Return a Dryad henchmen that was taken Out of Action in the last round to a Woodland terrain feature within 6" of the Branchwych

3 Awakening the Wood

Difficulty 9

The Forest comes to life slashing and grabbing at the enemies of the glade

Any model within 4" of a Woodland terrain feature within 12" of the Branchwych suffers a S4 hit.

4 Traveling the Green

Difficulty 8

The Branchwych calls to the green, seemingly disappearing and reappearing at will.

The Branchwych or any member of your warband may travel from one Woodland terrain feature to any other on the battlefield.

5 Entangle

Difficulty 7

The Wych extends her tendrils through the ground, holding enemies of the Fen hostage in their grasp.

A single model within 24" of the Branchwych is caught in the vines, the model may not move as long as the branchwych remains static and alive. Both the target and Branchwych may shoot and cast spells as normal but fight in Close Combat at -2WS

6 Unleash Spites

Difficulty 7

The Branchwych summons a swarm of malicious spites which spiral outwards to attack those who have displeased her.

The Spites have a range of 6" and must target the closest enemy. Roll as many dice as the casting value (if you rolled a 7 to cast, roll 7 dice, if you rolled a 10, roll 10 dice) for each 6 result you roll the target suffers a wound. Armour saves as normal.

"They are fluid as a stream and just as ever changing. No one shape can contain their essence for long, so they shift from one form to another, dancing even while they are standing still. They are the pulse of the forest, wild and fierce by turns, followed by pensive calm. One moment they are as hard as an Ash, shrugging off blows that could fell an Ogre, the next they are as supple as a reed, bending around their opponent's weapons as they giggle or mock his discomfort. My fellows and I have often talked about why they never hold to one form for long. The general consensus is that they easily grow bored."

—Mylaburr, Athel Loren Scout

