

WARSCROLL



ETERNAL GUARD



MELEE WEAPONS

Spear-stave

Range

2"

Attacks

1

To Hit

4+

To Wound

4+

Rend

-

Damage

1

DESCRIPTION

A unit of Eternal Guard has 10 or more models. They fight with long and elegant Spear-staves. Some units of Eternal Guard also carry Glade Shields.

ETERNAL WARDEN

The leader of this unit is the Eternal Warden. An Eternal Warden makes 2 attacks rather than 1.

STANDARD BEARER

Models in this unit may be Standard Bearers. If the unit includes any Standard 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

Fortress of Boughs: In your hero phase, this unit can form a fortress of boughs. If it does so, it cannot move until your next hero phase, but until then you can add 1 to all hit rolls, wound rolls and save rolls made for models in this unit.

Glade Shields: You can re-roll failed save rolls of 1 for a unit with Glade Shields. You can re-roll failed save rolls of 1 or 2 instead if a unit with Glade Shields is in cover.

KEYWORDS

ORDER, AELF, WANDERER, ETERNAL GUARD