

<p style="text-align: center;"><b>Wood Elves</b></p> <p style="text-align: center;">Verdurous Harmony</p> <p style="text-align: center;">- Instant</p>	<p style="text-align: center;"><b>Wood Elves</b></p> <p style="text-align: center;">Tree Singing</p> <p style="text-align: center;">6+/12+ 24"/12" Instant</p>	<p style="text-align: center;"><b>Wood Elves</b></p> <p style="text-align: center;">The Call of the Hunt</p> <p style="text-align: center;">11+/14+ 18"/36" Instant</p>	<p style="text-align: center;"><b>Wood Elves</b></p> <p style="text-align: center;">The Twilight Host</p> <p style="text-align: center;">6+/9+ 18"/36" Instant</p>
<p>Whenever a spell from the Lore of Athel Loren is cast on a friendly unit, that unit immediately recovers 1 Wound worth of models (rounding up to 2 for Cavalry), as described for the Regrowth spell in the Lore of Life.</p>	<p>Targets a single forest within range of the caster. If there are no units within the forest, it immediately moves up to D6+1" in a direction of your choice. A forest cannot move to within 1" of units or other terrain features.</p> <p>If there is at least one unit (friendly or enemy) within the forest, then the forest does not move. Instead, choose a single enemy unit at least partially within the forest; that unit immediately suffers 2D6 S 4 hits. Boosted version targets all forests within range.</p>	<p>Until the start of the caster's next Magic phase, the unit gains +1 A (does not affect steeds or ridden monsters). If the unit is not engaged in combat, it immediately moves forward towards the closest enemy unit using Random Movement (2D6).</p>	<p>Until the caster's next Magic phase, the unit causes Fear. If the unit would already cause fear, it instead causes Terror. In addition, the unit will counts as having twice the Unit Strength it really has for the purpose of determining Steadfast and Outnumber.</p>
<p style="text-align: center;"><b>Wood Elves</b></p> <p style="text-align: center;">The Hidden Path</p> <p style="text-align: center;">7+/10+ 18"/36" Instant</p>	<p style="text-align: center;"><b>Wood Elves</b></p> <p style="text-align: center;">Madrigal of Greening</p> <p style="text-align: center;">9+ 18" Instant</p>	<p style="text-align: center;"><b>Wood Elves</b></p> <p style="text-align: center;">Fury of the Forest</p> <p style="text-align: center;">5+/8+ 16"/36" Instant</p>	<p style="text-align: center;"><b>Wood Elves</b></p> <p style="text-align: center;">Ariel's Blessing</p> <p style="text-align: center;">10+/14+ 12"/24" Instant</p>
<p>The unit gains Ethereal until the start of the caster's next Magic phase. If the unit becomes engaged in close combat, the spell instantly ends.</p>	<p>Place a forest of your choosing no more than 12" in diameter within the spell's maximum range. Any models under this forest are placed within them (in exactly the same formation and facing).</p>	<p>If successfully cast, the spell causes D6 S 4 hits. If the target is within 6" of a wood, then this is increased to 2D6 S 4 hits.</p>	<p>The unit gains Regeneration (4+) until the start of the player's next Magic phase.</p>

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