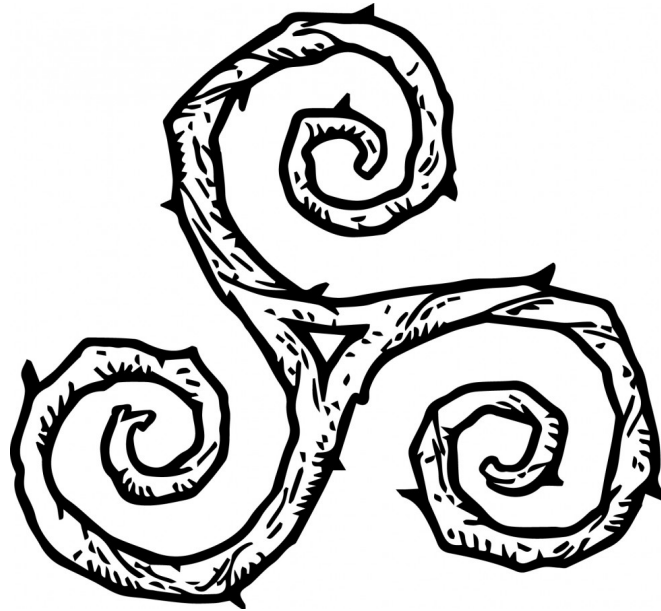


# THE IX AGE

## FANTASY BATTLES



## Sylvan Elves

Army Book

2<sup>nd</sup> Edition, version 2020 – December 26, 2019

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The 9<sup>th</sup> Age: Fantasy Battles is a community-made miniatures wargame.

All rules and feedback can be found and given at: [the-ninth-age.com](http://the-ninth-age.com)

Refer to the Rulebook for instructions on How to Read Unit Entries.

All changes are listed on: [the-ninth-age.com/archive.html](http://the-ninth-age.com/archive.html)

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# Army Specific Rules

## The Forest Follows

Right after determining who deploys first (after step 1 of the Deployment Phase Sequence), you **must** place a single Forest Terrain Feature:

- Entirely within your half of the Battlefield
- Not in contact with any other Terrain Feature except Open Terrain
- More than 6" away from the centre of the board when playing Hold the Ground, and more than 6" away from any marker used for the Secondary Objective.

If both players are fielding Sylvan Elves, the player that selected their Deployment Zone places their Forest first. This Terrain Feature may not be larger than 27 cm in length and 19 cm in width. All Forests on the Battlefield are considered Dangerous Terrain (1) for all units except those with Strider or Strider (Forest).

# Army Model Rules

## Universal Rules

### Emboldening Boughs

A unit with more than half of its models with Emboldening Boughs gains **Stubborn** while more than half of the unit's models are inside a Forest with the centre of their bases.

### Forest Walker

The model gains **Strider (Forest)**. If a unit comprised entirely of models with Forest Walker starts a Round of Combat with more than half of its models with the centre of their bases inside a Forest, then all model parts without Harnessed **must** reroll to-wound rolls of '1' with their Close Combat Attacks for the duration of that Round of Combat.

### Sylvan Spirit

The model gains **Fearless** and **Magical Attacks**. Models with Sylvan Spirit can only join or be joined by models with Sylvan Spirit.

### Tree Singing

Each model with Tree Singing may discard 1 Veil Token once per friendly Magic Phase, right after Siphon the Veil. If so, choose a Forest Terrain Feature within 24" of the model with Tree Singing that is not in contact with any unit. Move this Forest in a straight line up to 6". This movement stops just before moving into contact with any units or any Terrain Features other than Open Terrain. Each Forest may only be moved with Tree Singing once per Magic Phase.

## Attack Attributes

### Master Archer – Shooting

When shooting with a Sylvan Longbow, all models with Master Archer in a unit may choose to gain either +2 Armour Penetration or +2 to hit.

## Armoury

### Elven Cloak – Armour Equipment

When combined with Light Armour, the wearer gains +1 Armour. Elven Cloaks cannot be enchanted.

### **Impaling Roots** – Shooting Weapon

Range 12", Shots D6+1, Str 4, AP 1, **March and Shoot, Quick to Fire**, ignores to-hit modifiers from Cover. If its target is in contact with a Forest, the Strength is **set** to 5 and Armour Penetration to 2.

### **Sylvan Longbow** – Shooting Weapon

0-55 Models with Sylvan Longbow per Army.

Follows the rules for Longbows. In addition, attacks made with a Sylvan Longbow gain Armour Penetration 1 and **Quick to Fire**. Also, when shooting from Short Range, their Strength is **set** to 4.

### **Sylvan Blades** – Close Combat Weapon

Follows the rules for Paired Weapons. In addition, attacks made with Sylvan Blades gain +1 Armour Penetration.

### **Sylvan Lance** – Close Combat Weapon

Follows the rules for Light Lances. In addition, attacks made with a Sylvan Lance gain +1 Armour Penetration.

## Hereditary Spell

<i>Casting Value</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>H Forest Embrace</b> <4+> {7+}	18"	Augment	One Turn	Place a Forest Terrain Feature underneath the target (this can be substituted by placing a marker next to the unit). This Forest always extends to the edges of the target's Unit Boundary (even if the unit moves or changes formation). <b>{Enemy units in base contact with the target must reroll natural to-hit rolls of '6'}</b>

# Kindreds

Kindreds may be duplicated within an army.

## **Shapeshifter** 90 pts

Models on foot only.

The model's Advance Rate is **set** to 6" and its March Rate is **set** to 18". It gains +1 Attack Value, +1 Resilience, **Fear**, **Hard Target (1)**, **Swiftstride**, and **Vanguard**. The model may never join units or be joined by other Characters.

## **Wild Hunter** 90 pts

Models mounted on Elven Horse or Great Elk only.

The bearer's model gains +1 Attack Value, -2 Defensive Skill, **Battle Focus**, **Devastating Charge (+1 Att, Fear)**, **Fearless**, **Frenzy**, and **Light Troops**.

## **Pathfinder** 55 pts

0-2 per Army. Models on foot only. Cannot be taken by the Battle Standard Bearer.

The model gains **Master Archer** and **Scout**.

The Shots of a Sylvan Longbow wielded by the model are **set** to 3. If wielded by a Forest Prince, its Shots are **set** to 4 instead.

## **Blade Dancer** 45 pts

Models on foot only.

The model gains **Aegis (6+)**, **Dances of Cenyryn** (see Blade Dancer unit), and **Fearless**. The bearer's unit gains **Swiftstride**. The model may only join or be joined by other Blade Dancer Kindred Characters and units of Blade Dancers. It cannot use any Shooting Weapons nor benefit from Armour (neither mundane nor enchanted).

## **Forest Guardian** 35 pts

Models on foot only.

The model gains +1 Attack Value and +1 Armour.

# Aspects of Nature

Each Aspect of Nature is One of a Kind.

## **Scarred Bark** 75 pts

All Dryads in the bearer's unit gain **Hatred**.

## **Toxic Spores** 65 pts

The bearer's unit gains **Lethal Strike**.

## **Entangling Vines** 60 pts

In a Duel, opponents **must** reroll successful to-hit rolls against the bearer.

## **Oaken Crown** 20 pts

The bearer gains **Swift Reform**.

# Special Items

## Weapon Enchantments

**Lifeseed Feathers** 80 pts  
Enchantment: Sylvan Longbow.  
Attacks made with this weapon become **Magical Attacks**. Instead of firing this Sylvan Longbow using the standard rules for Sylvan Longbows and Longbows, the wielder may apply the following rules: Range 30", Shots **always** 1, Strength and Armour Penetration vary depending on the wielder's distance to the target:

- Str 4, AP 1 if within 10"
- Str 5, AP 2 if more than 10" and within 20"
- Str 6, AP 3 if more than 20" and within 30", and the attack gains **Multiple Wounds (2)**

**Hunter's Honour** 75 pts  
Enchantment: Spear.  
Attacks made with this weapon gain +1 Strength, +1 Armour Penetration, and become **Magical Attacks**. If the wielder causes at least one unsaved wound with this weapon, the wielder and all R&F models in the wielder's unit gain **Distracting** until the end of the Melee Phase.

**Bough of Wyscan** 50 pts  
Enchantment: Sylvan Longbow.  
Attacks made with this Sylvan Longbow gain +1 to wound when shooting from Short Range, and become **Magical Attacks**.

**Spirit of the Whirlwind** 40 pts  
Enchantment: Sylvan Blades.  
The bearer gains +1 Attack Value, and attacks made with this weapon gain +1 Strength, **Lethal Strike**, and become **Magical Attacks**.

## Armour Enchantments

**Shielding Bark** 60 pts  
Infantry models only.  
Enchantment: Light Armour.  
The wearer gains +1 Armour, **Aegis (5+)**, **Fearless**, **Flammable**, and **Magical Attacks**.

**Curse of the Black Stag** 40 pts  
Enchantment: Light Armour.  
The bearer gains **Devastating Charge (+1 Att, +1 Str, +1 Def)**.

## Banner Enchantments

**Banner of Deception** 60 pts  
At the end of step 4 of the Deployment Phase Sequence (before deploying Scouts), the owner may remove the bearer's unit from the Battlefield and deploy it again elsewhere (any Characters joined to the unit must remain in the unit; this does not affect the number of Undeployed Units for calculating the starting roll-off bonus).

**Predator Pennant** 45 pts  
The bearer's unit gains **Devastating Charge (Distracting)**.

**Banner of Silent Mist** 40 pts  
0-2 per Army.  
The bearer's unit gains Soft Cover. Enemy units within 3" of the bearer's unit may not gain any benefit from a Musician.

## Artefacts

### Hail Shot 70 pts

Forest Princes and Chieftains only.

One use only. When this Artefact is used, it is a Shooting Weapon with the following profile:

Range 30", Shots 3D6, Str 4, AP 1, **Magical Attacks**. Aim is **set** to 2+. When fired from Short Range, it gains +1 Armour Penetration. Master Archer cannot be used in conjunction with Hail Shot.

### Mist Walker's Mirror 70 pts

Models on foot only.

One use only. If the bearer's unit consists entirely of Standard Height Infantry models, is unengaged, and is fully inside a Forest Terrain Feature that doesn't contain any enemy models, the unit may teleport to any other Forest Terrain Feature on the Battlefield. This special movement is resolved at the end of the owner's Movement Phase. When teleporting, the unit **must** be placed fully inside the target Forest. It may appear in any legal formation but **must** follow the Unit Spacing rule. The unit counts as having performed a March Move.

### Sacred Seeds 60 pts

Models on foot only.

One use only. The player may activate this Artefact at the end of any friendly Movement Phase and place a Forest Terrain Feature in contact with the bearer and at least 1" away from any enemy units and other Terrain Features. The Forest **must** fit within a circle with a diameter of 6".

### Horn of the Wild Hunt 50 pts

One use only. May be activated when a friendly unit within 8" fails a roll for Charge Range. The roll may be rerolled.

### Glyph of Amryl 35 pts

Cannot be taken by models with Sylvan Spirit.

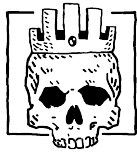
The bearer gains **Cannot be Stomped**. When fighting a Duel, the bearer gains +3 Defensive Skill.

### Drums of Cenyryn 30 pts

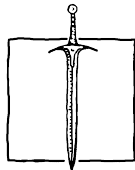
Models on foot only.

One use only. May be activated when the bearer's unit declares a Charge. The target of the Charge may only declare Hold as its Charge Reaction unless it is already Fleeing. The enemy unit may still declare Charge Reactions as normal if it is subsequently Charged by other units.

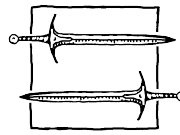
# Army Organisation



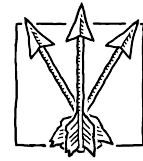
**Characters**  
Max. 40%



**Core**  
Min. 25%



**Special**  
No limit



**Unseen Arrows**  
Max. 30%

## Characters (Max. 40%)



**Forest Prince**  
215 pts

single model

Height Standard  
Type Infantry  
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	<b>5"</b>	<b>10"</b>	<b>9</b>	Forest Walker		
Defensive	HP	Def	Res	Arm		
	<b>3</b>	<b>7</b>	<b>3</b>	<b>0</b>		
Offensive	Att	Off	Str	AP	Agi	
Forest Prince	<b>4</b>	<b>7</b>	<b>4</b>	<b>2</b>	<b>9</b>	Accurate, Lightning Reflexes
Options				pts		
A single Kindred				no limit	Elven Horse with Light Troops 35	
Special Items				up to 200	Eagle King 115	
Light Armour				5	Great Elk 115	
Shield				5	Dragon 440	
Elven Cloak				10		
Sylvan Longbow (0+)				5		
One choice only:						
Spear	5	Sylvan Blades	20			
Great Weapon	15	Sylvan Lance	20			
Lance	15					
Mount Options				pts		



## Chieftain

140 pts

single model

Height Standard  
Type Infantry  
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules				
	5"	10"	9	Forest Walker				
Defensive	HP	Def	Res	Arm				
	3	6	3	0				
Offensive	Att	Off	Str	AP	Agi			
Chieftain	3	6	4	1	7	Lightning Reflexes		
Options			pts		Mount Options		pts	
Battle Standard Bearer				50	Elven Horse with Light Troops		45	
A single Kindred				no limit	Great Elk		95	
Special Items				up to 100	Eagle King		115	
Light Armour				5				
Shield				5				
Elven Cloak				10				
Sylvan Longbow (1+)				5				
One choice only:								
Spear	5	Sylvan Blades		20				
Great Weapon	10	Sylvan Lance		20				
Lance	10							



## Druid

140 pts

single model

Height Standard  
Type Infantry  
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules						
	5"	10"	8	Forest Walker, Tree Singing, Wizard Apprentice						
Defensive	HP	Def	Res	Arm						
	3	4	3	0						
Offensive	Att	Off	Str	AP	Agi					
Druid	1	4	3	0	5	Lightning Reflexes				
Magic Options			pts		Options		pts			
Wizard Adept				75	Special Items		up to 100			
Wizard Master				225	If Wizard Master		up to 200			
					Sylvan Longbow (3+)		5			
					Sylvan Blades		5			
Cosmology			Druidism		Shamanism		Mount Options		pts	
					Elven Horse		20			
					Eagle King		40			
					Sylvan Unicorn		60			
					Dragon (Wizard Master only)		400			





## Treefather Ancient

460 pts

single model

0-1 Units/Army

Height Gigantic  
Type Infantry  
Base 75×50 mm

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	9	Forest Walker, Stubborn, Sylvan Spirit, Tree Singing	

Defensive	HP	Def	Res	Arm	
	6	4	6	4	Aegis (5+), Flammable

Offensive	Att	Off	Str	AP	Agi	
Treefather Ancient	3	4	5	2	2	Crush Attack, Impaling Roots (4+)

Magic Options		pts	Options		pts
Wizard Apprentice		40	A single Aspect of Nature		no limit
Wizard Adept		115	A single Artefact* (Wizard only)		no limit
Wizard Master		265	*Cannot take Dragonfire Gem		



Divination



Druidism



## Avatar of Nature

610 pts

single model

0-1 Units/Army

Height Gigantic  
Type Infantry  
Base 75×50 mm

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	9	Forest Walker, Stubborn, Sylvan Spirit, Tree Singing	

Defensive	HP	Def	Res	Arm	
	6	6	6	4	Aegis (5+), Flammable

Offensive	Att	Off	Str	AP	Agi	
Avatar of Nature	6	6	7	4	3	Crush Attack, Impaling Roots (3+)

Options		pts
A single Aspect of Nature		no limit



## Dryad Ancient

105 pts

single model

Height Standard  
Type Infantry  
Base 25×25 mm

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	9	Forest Walker, Sylvan Spirit, Tree Singing	

Defensive	HP	Def	Res	Arm	
	3	6	4	0	Aegis (5+)

Offensive	Att	Off	Str	AP	Agi	
Dryad Ancient	3	6	4	1	7	Hatred

Magic Options		pts	Options		pts
Wizard Apprentice		40	A single Aspect of Nature		no limit
Wizard Adept		115			



Divination



Druidism



# Thicket Shepherd

260 pts

single model

0-2 Units/Army

Height Large

Type Infantry

Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	9	<b>A Shepherd and its Flock</b> , Emboldening Boughs, Forest Walker, Sylvan Spirit	
Defensive	HP	Def	Res	Arm	
	4	5	5	3	Aegis (5+), Flammable
Offensive	Att	Off	Str	AP	Agi
Thicket Shepherd	4	5	5	3	4

—Model Rules—

**A Shepherd and its Flock:** Universal Rule.  
The model cannot join a unit that contains another model with this rule.

—Options—

Battle Standard Bearer	50
A single Aspect of Nature	no limit

pts-

# Character Mounts



## Elven Horse

Height **Standard**  
Type **Cavalry**  
Base **25×50 mm**

Global	Adv	Mar	Dis	Model Rules		
	<b>9"</b>	<b>18"</b>	<b>C</b>			
Defensive	HP	Def	Res	Arm		
	<b>C</b>	<b>C</b>	<b>C</b>	<b>C+1</b>		
Offensive	Att	Off	Str	AP	Agi	
Elven Horse	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>4</b>	Harnessed



## Great Elk

Height **Standard**  
Type **Cavalry**  
Base **50×50 mm**

Global	Adv	Mar	Dis	Model Rules		
	<b>8"</b>	<b>16"</b>	<b>C</b>			
Defensive	HP	Def	Res	Arm		
	<b>C</b>	<b>C</b>	<b>5</b>	<b>C+1</b>		
Offensive	Att	Off	Str	AP	Agi	
Great Elk	<b>2</b>	<b>4</b>	<b>4</b>	<b>1</b>	<b>4</b>	Harnessed



## Sylvan Unicorn

Height **Standard**  
Type **Cavalry**  
Base **25×50 mm**

Global	Adv	Mar	Dis	Model Rules		
	<b>10"</b>	<b>20"</b>	<b>C</b>			
Defensive	HP	Def	Res	Arm		
	<b>C</b>	<b>C</b>	<b>4</b>	<b>C+1</b>	Aegis (+1, max. 4+)	
Offensive	Att	Off	Str	AP	Agi	
Sylvan Unicorn	<b>2</b>	<b>5</b>	<b>4</b>	<b>1</b>	<b>5</b>	Devastating Charge (+1 Str, +1 AP), Harnessed, Magical Attacks



## Eagle King

0-2 Mounts/Army  
 Height **Large**  
 Type **Cavalry**  
 Base **50×50 mm**

Global	Adv	Mar	Dis	Model Rules		
Ground	<b>2"</b>	<b>4"</b>	<b>C</b>	Fly (9", 18"), Light Troops		
Fly	<b>9"</b>	<b>18"</b>				
Defensive	HP	Def	Res	Arm		
	<b>4</b>	<b>C</b>	<b>4</b>	<b>C+1</b>	Hard Target (1)	
Offensive	Att	Off	Str	AP	Agi	
Eagle King	<b>3</b>	<b>5</b>	<b>5</b>	<b>1</b>	<b>4</b>	Harnessed

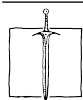


## Dragon

0-1 Mounts/Army  
 Height **Gigantic**  
 Type **Beast**  
 Base **50×100 mm**

Global	Adv	Mar	Dis	Model Rules		
Ground	<b>6"</b>	<b>12"</b>	<b>C</b>	Fly (7", 14"), Light Troops		
Fly	<b>7"</b>	<b>14"</b>				
Defensive	HP	Def	Res	Arm		
	<b>6</b>	<b>5</b>	<b>6</b>	<b>4</b>		
Offensive	Att	Off	Str	AP	Agi	
Dragon	<b>5</b>	<b>5</b>	<b>6</b>	<b>3</b>	<b>3</b>	Breath Attack (Str 4, AP 1, Flaming Attacks), Harnessed

# Core (Min. 25%)



## Forest Guard

170 pts + 14 pts/extra model

15-50 models



Height Standard  
Type Infantry  
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Forest Walker, Scoring		
Defensive	HP	Def	Res	Arm		
	1	5	3	0	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Forest Guard	1	5	3	0	5	Lightning Reflexes

Options	pts-	Command Group Options	pts-
<b>Must choose (one choice only):</b>		<b>Champion</b>	20
Elven Cloak and Sylvan Blades	free	Musician	20
Spear and Shield	free	Standard Bearer	20
		Banner Enchantment	no limit



## Sylvan Archers

255 pts + 23 pts/extra model

10-30 models



Height Standard  
Type Infantry  
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Forest Walker, Scoring		
Defensive	HP	Def	Res	Arm		
	1	4	3	0		
Offensive	Att	Off	Str	AP	Agi	
Sylvan Archer	1	4	3	0	5	Lightning Reflexes, Sylvan Longbow (3+)

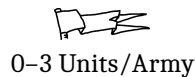
Command Group Options	pts-	Command Group Options	pts-
Champion	20	Standard Bearer	20
Musician	20	Banner Enchantment	no limit



## Heath Riders

180 pts + 29 pts/extra model

5-15 models



0-3 Units/Army

Height Standard  
Type Cavalry  
Base 25x50 mm



A unit with **Heath Hunters** also counts towards Unseen Arrows.

Global	Adv	Mar	Dis	Model Rules				
	9"	18"	8	Forest Walker, Scoring				
Defensive	HP	Def	Res	Arm				
	1	4	3	1	Light Armour			
Offensive	Att	Off	Str	AP	Agi			
Heath Rider	1	4	3	0	5	Devastating Charge (+1 Str, +1 AP), Lightning Reflexes, Sylvan Lance		
Elven Horse	1	3	3	0	4	Harnessed		
— Options —			pts —			— Optional Model Rules —		
<b>Must choose (one choice only):</b>						<b>Heath Hunters:</b> Universal Rule.		
Shield				free		The model loses Devastating Charge (+1 Str, +1 AP) and Scoring, and gains Sylvan Longbow (3+), <b>Feigned Flight, Light Troops, and Vanguard.</b>		
Heath Hunters (0-10 Models/Unit)				5/model				
Ambush (Heath Hunters only)				2/model				
— Command Group Options —			pts —			— Command Group Options —		
Champion				20		Standard Bearer		20
Musician				20		Banner Enchantment		no limit



## Dryads

150 pts + 17 pts/extra model

8-26 models

0-4 Units/Army

Height Standard  
Type Infantry  
Base 25x25 mm

Global	Adv	Mar	Dis	Model Rules				
	5"	10"	8	Forest Walker, Sylvan Spirit				
Defensive	HP	Def	Res	Arm				
	1	4	4	0	Aegis (5+)			
Offensive	Att	Off	Str	AP	Agi			
Dryad	2	4	4	1	5			
— Options —			pts —			— Optional Model Rules —		
<b>Must choose (one choice only):</b>						<b>Clearing Spirits:</b> Universal Rule.		
Scoring				free		The model gains Skirmisher, Light Troops, and Hard Target (1).		
Clearing Spirits 0-15 Models/Unit				3/model				
— Command Group Options —			pts —					
Champion				20				

# Special (No limit)



## Forest Rangers

200 pts + 18 pts/extra model

10-30 models



0-5 Units/Army

Height Standard  
Type Infantry  
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules				
	5"	10"	9	Fearless, Forest Walker, Scoring				
Defensive	HP	Def	Res	Arm				
	1	5	3	0	Elven Cloak, Light Armour			
Offensive	Att	Off	Str	AP	Agi			
Forest Ranger	2	5	3	1	5	Lightning Reflexes, Great Weapon		
Options			pts-		Command Group Options		pts-	
Vanguard and +1" Advance Rate			3/model		Champion		20	
					Musician		20	
					Standard Bearer		20	
					Banner Enchantment		no limit	



## Thicket Beasts

365 pts + 115 pts/extra model

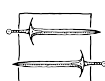
4-6 models



0-3 Units/Army

Height Large  
Type Infantry  
Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules				
	5"	10"	8	Bodyguard (Thicket Shepherd), Emboldening Boughs, Forest Walker, Scoring, Sylvan Spirit				
Defensive	HP	Def	Res	Arm				
	3	4	5	3	Aegis (5+), Flammable			
Offensive	Att	Off	Str	AP	Agi			
Thicket Beast	3	4	5	2	3			
Command Group Options			pts-					
Champion			20					



## Forest Eagles

100 pts + 30 pts/extra model

1-5 models

0-2 Units/Army

Height Large  
Type Beast  
Base 50×50 mm

Global	Adv	Mar	Dis	Model Rules	
	2"	4"	8	Fly (9", 18"), Light Troops, Strider (Forest)	
	9"	18"			
Defensive	HP	Def	Res	Arm	
	3	5	4	0	
Offensive	Att	Off	Str	AP	Agi
Forest Eagle	2	5	4	1	4



## Blade Dancers

220 pts + 31 pts/extra model

7–15 models

0–3 Units/Army

Height Standard  
Type Infantry  
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	<b>Dances of Cenryn</b> , Fearless, Forest Walker, Light Troops		
Defensive	HP	Def	Res	Arm		
	1	6	3	0	Aegis (6+), Hard Target (1), Magic Resistance (1)	
Offensive	Att	Off	Str	AP	Agi	
Blade Dancer	1	5	4	1	6	Lightning Reflexes, Sylvan Blades

### Model Rules

#### Dances of Cenryn: Universal Rule.

At the start of each Round of Combat, units consisting entirely of models with this rule **must** choose one of the dances listed below and apply its effects until the end of the Round of Combat. The unit cannot choose this dance again until after one of the following has happened:

- The unit is no longer Engaged in Combat.
- The unit has chosen a different dance.

### Command Group Options

Champion	20
Musician	20
Standard Bearer	20
Banner Enchantment	no limit

#### Dance of Bedevilments

**Fear**, and enemy units in base contact with the model do not receive any Rank Bonus to their Combat Score.

#### Dance of Biting Wind

+1 Armour Penetration and **Lethal Strike**.

#### Dance of the Parting Mists

**Aegis (3+)**, -1 Strength, and -1 Armour Penetration.

#### Dance of Whirling Blades

+1 Attack Value.



## Treefather

435 pts

single model

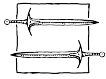
0–2 Units/Army

Height Gigantic  
Type Infantry  
Base 75×50 mm

0–1 Units/Army if the Army List includes any Avatar of Nature, Dragon, or Treefather Ancient.

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Forest Walker, Stubborn, Sylvan Spirit, Tree Singing		
Defensive	HP	Def	Res	Arm		
	5	5	6	4	Aegis (5+), Flammable	
Offensive	Att	Off	Str	AP	Agi	
Treefather	5	5	6	3	2	Crush Attack, Impaling Roots (3+)





## Wild Huntsmen

290 pts + 40 pts/extra model

5-12 models

0-3 Units/Army

Height Standard  
Type Cavalry  
Base 25×50 mm

Global	Adv	Mar	Dis	Model Rules				
	9"	18"	9	Fearless, Forest Walker, Frenzy, Light Troops				
Defensive	HP	Def	Res	Arm				
	1	3	3	1	Aegis (6+), Light Armour			
Offensive	Att	Off	Str	AP	Agi			
Wild Huntsman	2	5	4	1	6	Battle Focus, Devastating Charge (+1 Att), Lightning Reflexes		
Elven Deer	1	3	4	1	4	Harnessed		
— Options —			pts-		— Command Group Options —		pts-	
Shield				5/model	Champion	20		
The Huntsman must take (one choice only):					Musician	20		
Sylvan Blades				free	Standard Bearer	20		
Sylvan Lance				free	Banner Enchantment	no limit		



## Kestrel Knights

305 pts + 72 pts/extra model

3-6 models

0-2 Units/Army

Height Large  
Type Cavalry  
Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules				
	2"	4"	9	Feigned Flight, Fly (9", 18"), Forest Walker, Light Troops, Vanguard				
	9"	18"						
Defensive	HP	Def	Res	Arm				
	2	5	4	1	Hard Target (1), Light Armour			
Offensive	Att	Off	Str	AP	Agi			
Kestrel Knight	1	5	4	1	5	Devastating Charge (+1 Att), Lightning Reflexes, Sylvan Lance		
Kestrel	2	5	4	2	4	Harnessed		
— Options —			pts-		— Command Group Options —		pts-	
The Knight <b>must</b> take (one choice only):					Champion	20		
Skirmisher and Sylvan Longbow (3+)				free	Musician	20		
Shield				2	Standard Bearer	20		
					Banner Enchantment	no limit		

# Unseen Arrows (Max. 30%)



## Briar Maidens

195 pts + 30 pts/extra model

5–10 models

0–2 Units/Army

Height Standard  
Type Cavalry  
Base 25×50 mm

Global	Adv	Mar	Dis	Model Rules		
	9"	18"	9	Forest Walker, Light Troops, Wizard Conclave		
Defensive	HP	Def	Res	Arm		
	1	4	3	1	Aegis (4+)	
Offensive	Att	Off	Str	AP	Agi	
Briar Maiden	1	4	3	0	5	Lightning Reflexes, Poison Attacks, <b>Poisoned Thorn (2+)</b>
Elven Deer	1	3	4	1	4	Harnessed

— Model Rules —

**Poisoned Thorn:** Shooting Weapon.  
Range 12", Shots 1, Str 3, AP 1, **Quick to Fire.**

— Wizard Conclave —

**Must** select 2 spells from:

- *Truth of Time* (Cosmology)
- *Master of Earth* (Druidism)
- *Break the Spirit* (Shamanism)
- *Forest Embrace* (Hereditary Spell)

— Command Group Options —

Champion	100
Musician	20
Standard Bearer	20
Banner Enchantment	no limit



## Sylvan Sentinels

155 pts + 38 pts/extra model

5–10 models

0–2 Units/Army

Height Standard  
Type Infantry  
Base 20×20 mm

0–1 Units/Army if the Army List includes two or more units of Pathfinders.

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Forest Walker, Light Troops, Skirmisher		
Defensive	HP	Def	Res	Arm		
	1	4	3	0	Hard Target (1)	
Offensive	Att	Off	Str	AP	Agi	
Sylvan Sentinel	1	4	3	0	5	Lightning Reflexes, Poison Attacks, Sylvan Longbow (3+)

— Options —

Scout (0–1 Units/Army)	3/model	pts-
Sylvan Blades	1/model	

— Command Group Options —

Champion	20	pts-
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## Pathfinders

200 pts + 49 pts/extra model

5–10 models

0–2 Units/Army

Height Standard  
Type Infantry  
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	<b>5"</b>	<b>10"</b>	<b>8</b>	Forest Walker, Light Troops, Scout, Skirmisher		
Defensive	HP	Def	Res	Arm		
	<b>1</b>	<b>5</b>	<b>3</b>	<b>0</b>	Hard Target (1)	
Offensive	Att	Off	Str	AP	Agi	
Pathfinder	<b>1</b>	<b>4</b>	<b>3</b>	<b>0</b>	<b>5</b>	Lightning Reflexes, Master Archer, Sylvan Blades, Sylvan Longbow (2+)

— Command Group Options — pts —

**Champion**

20

# Quick Reference Sheet

## Characters

<b>Forest Prince</b>	Adv	5"	Mar	10"	Dis	9						Forest Walker
Standard, Infantry	HP	3	Def	7	Res	3	Arm	0				
Forest Prince	Att	4	Off	7	Str	4	AP	2	Agi	9		Accurate, Lightning Reflexes
<b>Chieftain</b>	Adv	5"	Mar	10"	Dis	9						Forest Walker
Standard, Infantry	HP	3	Def	6	Res	3	Arm	0				
Chieftain	Att	3	Off	6	Str	4	AP	1	Agi	7		Lightning Reflexes
<b>Druid</b>	Adv	5"	Mar	10"	Dis	8						Forest Walker, Tree Singing, Wizard Apprentice
Standard, Infantry	HP	3	Def	4	Res	3	Arm	0				
Druid	Att	1	Off	4	Str	3	AP	0	Agi	5		Lightning Reflexes
<b>Treefather Ancient</b>	Adv	5"	Mar	10"	Dis	9						Forest Walker, Stubborn, Sylvan Spirit, Tree Singing
Gigantic, Infantry	HP	6	Def	4	Res	6	Arm	4				Aegis (5+), Flammable
Treefather Ancient	Att	3	Off	4	Str	5	AP	2	Agi	2		Crush Attack, Impaling Roots (4+)
<b>Avatar of Nature</b>	Adv	5"	Mar	10"	Dis	9						Forest Walker, Stubborn, Sylvan Spirit, Tree Singing
Gigantic, Infantry	HP	6	Def	6	Res	6	Arm	4				Aegis (5+), Flammable
Avatar of Nature	Att	6	Off	6	Str	7	AP	4	Agi	3		Crush Attack, Impaling Roots (3+)
<b>Dryad Ancient</b>	Adv	5"	Mar	10"	Dis	9						Forest Walker, Sylvan Spirit, Tree Singing
Standard, Infantry	HP	3	Def	6	Res	4	Arm	0				Aegis (5+)
Dryad Ancient	Att	3	Off	6	Str	4	AP	1	Agi	7		Hatred
<b>Thicket Shepherd</b>	Adv	5"	Mar	10"	Dis	9						A Shepherd and its Flock, Emboldening Boughs, Forest Walker, Sylvan Spirit
Large, Infantry	HP	4	Def	5	Res	5	Arm	3				Aegis (5+), Flammable
Thicket Shepherd	Att	4	Off	5	Str	5	AP	3	Agi	4		

## Character Mounts

<b>Elven Horse</b>	Adv	9"	Mar	18"	Dis	C						
Standard, Cavalry	HP	C	Def	C	Res	C	Arm	C+1				
Elven Horse	Att	1	Off	3	Str	3	AP	0	Agi	4		Harnessed
<b>Great Elk</b>	Adv	8"	Mar	16"	Dis	C						
Standard, Cavalry	HP	C	Def	C	Res	5	Arm	C+1				
Great Elk	Att	2	Off	4	Str	4	AP	1	Agi	4		Harnessed
<b>Sylvan Unicorn</b>	Adv	10"	Mar	20"	Dis	C						
Standard, Cavalry	HP	C	Def	C	Res	4	Arm	C+1				Aegis (+1, max. 4+)
Sylvan Unicorn	Att	2	Off	5	Str	4	AP	1	Agi	5		Devastating Charge (+1 Str, +1 AP), Harnessed, Magical Attacks
<b>Eagle King</b>	Adv	2"	Mar	4"	Dis	C						Fly (9", 18"), Light Troops
Large, Cavalry	HP	4	Def	C	Res	4	Arm	C+1				Hard Target (1)
Eagle King	Att	3	Off	5	Str	5	AP	1	Agi	4		Harnessed
<b>Dragon</b>	Adv	6"	Mar	12"	Dis	C						Fly (7", 14"), Light Troops
Gigantic, Beast	HP	6	Def	5	Res	6	Arm	4				
Dragon	Att	5	Off	5	Str	6	AP	3	Agi	3		Breath Attack (Str 4, AP 1, Flaming Attacks), Harnessed

## Core

<b>Forest Guard</b>	Adv	5"	Mar	10"	Dis	8						Forest Walker, Scoring
Standard, Infantry	HP	1	Def	5	Res	3	Arm	0				Light Armour
Forest Guard	Att	1	Off	5	Str	3	AP	0	Agi	5		Lightning Reflexes
<b>Sylvan Archers</b>	Adv	5"	Mar	10"	Dis	8						Forest Walker, Scoring
Standard, Infantry	HP	1	Def	4	Res	3	Arm	0				
Sylvan Archer	Att	1	Off	4	Str	3	AP	0	Agi	5		Lightning Reflexes, Sylvan Longbow (3+)
<b>Heath Riders</b>	Adv	9"	Mar	18"	Dis	8						Forest Walker, Scoring
Standard, Cavalry	HP	1	Def	4	Res	3	Arm	1				Light Armour
Heath Rider	Att	1	Off	4	Str	3	AP	0	Agi	5		Devastating Charge (+1 Str, +1 AP), Lightning Reflexes, Sylvan Lance
Elven Horse	Att	1	Off	3	Str	3	AP	0	Agi	4		Harnessed

<b>Dryads</b>	Adv	5"	Mar	10"	Dis	8					Forest Walker, Sylvan Spirit
Standard, Infantry	HP	1	Def	4	Res	4	Arm	0			Aegis (5+)
Dryad	Att	2	Off	4	Str	4	AP	1	Agi	5	

## Special

<b>Forest Rangers</b>	Adv	5"	Mar	10"	Dis	9					Fearless, Forest Walker, Scoring
Standard, Infantry	HP	1	Def	5	Res	3	Arm	0			Elven Cloak, Light Armour
Forest Ranger	Att	2	Off	5	Str	3	AP	1	Agi	5	Lightning Reflexes, Great Weapon
<b>Thicket Beasts</b>	Adv	5"	Mar	10"	Dis	8					Bodyguard (Thicket Shepherd), Emboldening Boughs, Forest Walker, Scoring, Sylvan Spirit
Large, Infantry	HP	3	Def	4	Res	5	Arm	3			Aegis (5+), Flammable
Thicket Beast	Att	3	Off	4	Str	5	AP	2	Agi	3	
<b>Forest Eagles</b>	Adv	2"	Mar	4"	Dis	8					Fly (9", 18"), Light Troops, Strider (Forest)
Large, Beast	HP	3	Def	5	Res	4	Arm	0			
Forest Eagle	Att	2	Off	5	Str	4	AP	1	Agi	4	
<b>Blade Dancers</b>	Adv	5"	Mar	10"	Dis	8					Dances of Cenyrn, Fearless, Forest Walker, Light Troops
Standard, Infantry	HP	1	Def	6	Res	3	Arm	0			Aegis (6+), Hard Target (1), Magic Resistance (1)
Blade Dancer	Att	1	Off	5	Str	4	AP	1	Agi	6	Lightning Reflexes, Sylvan Blades
<b>Treefather</b>	Adv	5"	Mar	10"	Dis	8					Forest Walker, Stubborn, Sylvan Spirit, Tree Singing
Gigantic, Infantry	HP	5	Def	5	Res	6	Arm	4			Aegis (5+), Flammable
Treefather	Att	5	Off	5	Str	6	AP	3	Agi	2	Crush Attack, Impaling Roots (3+)
<b>Wild Huntsmen</b>	Adv	9"	Mar	18"	Dis	9					Fearless, Forest Walker, Frenzy, Light Troops
Standard, Cavalry	HP	1	Def	3	Res	3	Arm	1			Aegis (6+), Light Armour
Wild Huntsman	Att	2	Off	5	Str	4	AP	1	Agi	6	Battle Focus, Devastating Charge (+1 Att), Lightning Reflexes
Elven Deer	Att	1	Off	3	Str	4	AP	1	Agi	4	Harnessed
<b>Kestrel Knights</b>	Adv	2"	Mar	4"	Dis	9					Feigned Flight, Fly (9", 18"), Forest Walker, Light Troops, Vanguard
Large, Cavalry	HP	2	Def	5	Res	4	Arm	1			Hard Target (1), Light Armour
Kestrel Knight	Att	1	Off	5	Str	4	AP	1	Agi	5	Devastating Charge (+1 Att), Lightning Reflexes, Sylvan Lance
Kestrel	Att	2	Off	5	Str	4	AP	2	Agi	4	Harnessed

## Unseen Arrows

<b>Briar Maidens</b>	Adv	9"	Mar	18"	Dis	9					Forest Walker, Light Troops, Wizard Conclave
Standard, Cavalry	HP	1	Def	4	Res	3	Arm	1			Aegis (4+)
Briar Maiden	Att	1	Off	4	Str	3	AP	0	Agi	5	Lightning Reflexes, Poison Attacks, Poisoned Thorn (2+)
Elven Deer	Att	1	Off	3	Str	4	AP	1	Agi	4	Harnessed
<b>Sylvan Sentinels</b>	Adv	5"	Mar	10"	Dis	8					Forest Walker, Light Troops, Skirmisher
Standard, Infantry	HP	1	Def	4	Res	3	Arm	0			Hard Target (1)
Sylvan Sentinel	Att	1	Off	4	Str	3	AP	0	Agi	5	Lightning Reflexes, Poison Attacks, Sylvan Longbow (3+)
<b>Pathfinders</b>	Adv	5"	Mar	10"	Dis	8					Forest Walker, Light Troops, Scout, Skirmisher
Standard, Infantry	HP	1	Def	5	Res	3	Arm	0			Hard Target (1)
Pathfinder	Att	1	Off	4	Str	3	AP	0	Agi	5	Lightning Reflexes, Master Archer, Sylvan Blades, Sylvan Longbow (2+)

## Shooting Weapons

Name	Artillery	Range	Str	AP	Shots	Rules
Impaling Roots	-	12"	4	1	D6+1	March and Shoot, Quick to Fire, Ignores Cover, Str 5 AP 2 when target in Forest
Sylvan Longbow	-	30"	3/4	1	1	Quick to Fire, Volley Fire, Str 4 at Short Range
Lifeseed Feathers	-	30"	4/5/6	1/2/3	1	Magical Attacks, At Range <10/20/30", Multiple Wounds (2) when >20"
Bough of Wyscan	-	30"	3/4	1	1	Magical Attacks, Str 4 at Short Range, +1 to wound at Short Range
Hail Shot	-	30"	4	1	3D6	Magical Attacks, Aim <b>set</b> to 2+
Poisoned Thorn	-	12"	3	1	1	Poison Attacks, Quick to Fire

## Aim Table

Name	Aim	Shooting Model
Hail Shot	2+	Characters
Sylvan Longbow	0+	Forest Prince
	1+	Chieftain
	2+	Pathfinders
Impaling Roots	3+	Druid, Sylvan Archers, Heath Riders, Kestrel Knights, Sylvan Sentinels
	3+	Avatar of Nature, Treefather
Poisoned Thorn	4+	Treefather Ancient
	2+	Briar Maidens