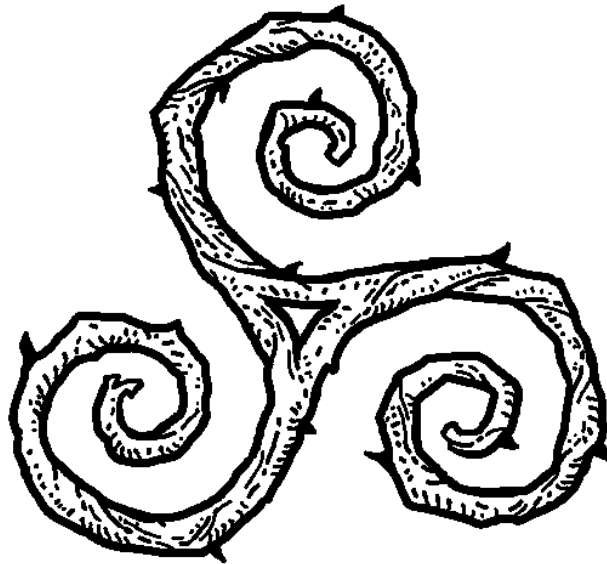


THE IX AGE FANTASY BATTLES



Sylvan Elves

Army Book

2nd Edition, version 2.0

December 21, 2018

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The 9th Age: Fantasy Battles is a community-made miniatures wargame.

All rules and feedback can be found and given at: 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

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Army Model 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, and more than 6" away from any 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).

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 with the centre of their bases are inside a Forest.

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 other Terrain Features. Each Forest may only be moved with Tree Singing once per Magic Phase.

Attack Attributes

Master Archer – Attack Attribute – 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

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, **Quick to Fire, March and Shoot**, 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>
H Forest Embrace <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). {Enemy units in base contact with the target must reroll natural to-hit rolls of '6'}

Kindreds

Kindreds may be duplicated within an army.

Shapeshifter 100 pts
Models on foot only.

The model has its Advance Rate **set** to 6" and its March Rate **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 60 pts
Models on foot only. Cannot be taken by the Battle Standard Bearer. 0-2 Models/Army.

The model gains **Master Archer** and **Scout**. A Sylvan Longbow wielded by the model has its Shots **set** to 3. If wielded by a Forest Prince, its Shots are **set** to 4 instead.

Forest Guardian 50 pts
Models on foot only.

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

Blade Dancer 45 pts
Models on foot only.

The model gains **Aegis (6+)**, **Dances of Cenyrn** (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 and benefit from Armour (neither mundane nor enchanted).

Aspects of Nature

Each Aspect of Nature is One of a Kind.

Scarred Bark 80 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 85 pts

Sylvan Longbow enchantment.

Shots **always** 1. Attacks made with this weapon become **Magical Attacks**. Instead of firing this Sylvan Longbow as usual, the wielder may apply the following rules instead:

- When fired at a target **within 10"** of the bearer, this Shooting Attack's Strength is **set** to 4 and Armour Penetration to 1.
- When fired at a target **more than 10" and up to and including 20"** away from the bearer, its Strength is **set** to 5 and Armour Penetration to 2.
- When fired at a target **more than 20" and up to and including 30"** away from the bearer, its Strength is **set** to 6 and Armour Penetration to 3 and it gains **Multiple Wounds (2)**.

Hunter's Honour 75 pts

Spear enchantment.

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 55 pts

Sylvan Longbow enchantment.

Attacks made with this Sylvan Longbow gain +1 to wound when shooting from Short Range, and become **Magical Attacks**.

Spirit of the Whirlwind 55 pts

Sylvan Blades enchantment.

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 65 pts

Infantry models only.

Light Armour enchantment.

The wearer gains +1 Armour, **Aegis (5+)**, **Fearless**, **Flammable**, and **Magical Attacks**.

Curse of the Black Stag 40 pts

Light Armour enchantment.

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 50 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

Mist Walker's Mirror 75 pts

Models on foot only.

One use only. If the bearer's unit consists entirely of Standard Height Infantry models, is unengaged, and is entirely 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 entirely 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.

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.

Sacred Seeds 65 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 may not be larger than 6" in diameter.

Horn of the Wild Hunt 60 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 45 pts

Cannot be taken by models with Sylvan Spirit.

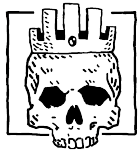
The bearer gains **Cannot be Stomped**. When fighting a Duel, the bearer gains +3 Defensive Skill.

Drums of Cenyryn 40 pts

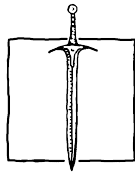
Models on foot only.

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.

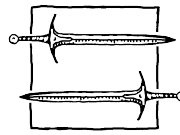
Army Organisation



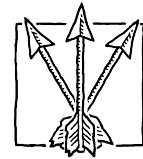
Characters
(Max. 40 %)



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								
	5"	10"	9	Forest Walker								
Defensive	HP	Def	Res	Arm								
	3	7	3	0								
Offensive	Att	Off	Str	AP	Agi							
	4	7	4	2	9	Accurate, Lightning Reflexes						
Options				pts			Mount Options			pts		
Join a single Kindred				no limit			Elven Horse with Light Troops	50				
Special Items				up to 200			Great Elk	100				
Light Armour				5			Eagle King	130				
Shield				5			Dragon	440				
Elven Cloak				10								
Sylvan Longbow (0+)				5								
One choice only:												
Spear	5	Lance			15							
Sylvan Blades	5	Sylvan Lance			15							
Great Weapon	15											



Chieftain

145 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
	3	6	4	1	7

Options	pts	Mount Options	pts
Battle Standard Bearer	50	Elven Horse with Light Troops	50
Join a single Kindred	no limit	Great Elk	90
Special Items	up to 100	Eagle King	140
Light Armour	5		
Shield	5		
Elven Cloak	10		
Sylvan Longbow (1+)	5		
One choice only:			
Spear	5	Lance	10
Sylvan Blades	5	Sylvan Lance	10
Great Weapon	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
	1	4	3	0	5

Magic Options	pts	Options	pts
Wizard Adept	75	Special Items	up to 100
Wizard Master	225	If Wizard Master	up to 200
 Cosmology		Sylvan Longbow (3+)	5
 Druidism		Sylvan Blades	5
 Shamanism		Mount Options	pts
		Elven Horse	30
		Eagle King	50
		Sylvan Unicorn	75
		Dragon (Wizard Master only)	440



Treefather Ancient

470 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			
	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)		up to 100		
Wizard Master			265	*Cannot take Dragonfire Gem				



Divination



Druidism



Avatar of Nature

630 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		
	6	6	7	4	3	Crush Attack, Impaling Roots (3+)	
— Options —			pts—				
A single Aspect of Nature					no limit		



Dryad Ancient

110 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			
	3	6	4	1	7	Hatred		
— Magic Options —			pts—		— Options —		pts—	
Wizard Apprentice			40	A single Aspect of Nature		up to 100		
Wizard Adept			115					



Divination



Druidism



Thicket Shepherd

250 pts

single model

0-2 Units/Army

Height Large

Type Infantry

Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	A Shepherd and its Flock , Emboldening Boughs, Forest Walker, Sylvan Spirit		
Defensive	HP	Def	Res	Arm		
	4	5	5	3	Aegis (5+), Flammable	
Offensive	Att	Off	Str	AP	Agi	
	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 pts
A single Aspect of Nature up to 100

Character Mounts



Elven Horse

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

Global	Adv	Mar	Dis	Model Rules		
	9"	18"	C	Strider (Forest)		
Defensive	HP	Def	Res	Arm		
	C	C	C	C+1		
Offensive	Att	Off	Str	AP	Agi	
	1	3	3	0	4	Harnessed



Great Elk

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

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	C	Strider (Forest)		
Defensive	HP	Def	Res	Arm		
	C	C	5	C+1		
Offensive	Att	Off	Str	AP	Agi	
	2	4	4	1	4	Harnessed



Sylvan Unicorn

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

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



Eagle King

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

0–2 Mounts/Army

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



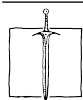
Dragon

Height **Gigantic**
 Type **Beast**
 Base **50×100 mm**

0–1 Mounts/Army

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

Core (Min. 25 %)



Forest Guard

175 pts + 15 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, Shield	
Offensive	Att	Off	Str	AP	Agi	
	1	5	3	0	5	Lightning Reflexes, Spear

Options	pts-	Command Group Options	pts-
Replace Spear and Shield with Elven Cloak and Sylvan Blades	1/model	Champion Musician Standard Bearer Banner Enchantment	20 20 20 no limit



Sylvan Archers

265 pts + 24 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	
	1	4	3	0	5	Lightning Reflexes, Sylvan Longbow (3+)

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



Heath Riders

180 pts + 32 pts/extra model

5-15 models



0-3 Units/Army

Height Standard
Type Cavalry
Base 25×50 mm



A unit with **Heath Hunters** additionally 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		
Must choose one:						Heath Hunters: Universal Rule.		
Shield			free			The model loses Devastating Charge (+1 Str, +1 AP) and Scoring, and gains Sylvan Longbow (3+), Feigned Flight, Light Troops, and Vanguard.		
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		
Musician			20			Banner Enchantment		
						20		
						no limit		



Dryads

150 pts + 18 pts/extra model

8-26 models

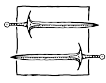


0-4 Units/Army

Height Standard
Type Infantry
Base 25×25 mm

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

Special (No limit)



Forest Rangers

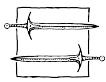
210 pts + 20 pts/extra model

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			
	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

385 pts + 105 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			
	3	4	5	2	3			
— Command Group Options —			pts -					
Champion			20					



Forest Eagle

100 pts + 35 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
	2	5	4	1	4



Blade Dancers

230 pts + 32 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	Dances of Cenyrn , 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	
	1	5	4	1	6	Lightning Reflexes, Sylvan Blades

Model Rules

Dances of Cenyrn: 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

450 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	
	5	5	6	3	2	Crush Attack, Impaling Roots (3+)



Wild Huntsmen

300 pts + 55 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, Sylvan Lance		
Elven Deer	1	3	4	1	4	Harnessed		
— Options —			pts-		— Command Group Options —		pts-	
Shield			5/model		Champion	20		
Replace Sylvan Lance with Sylvan Blades			1/model		Musician	20		
					Standard Bearer	20		
					Banner Enchantment	no limit		



Kestrel Knights

310 pts + 80 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				
Ground	2"	4"	9					
Fly	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-	
Must choose one:					Champion	20		
Shield			free		Musician	20		
Skirmisher and Sylvan Longbow (3+)			2/model		Standard Bearer	20		
					Banner Enchantment	no limit		

Unseen Arrows (Max. 30 %)



Briar Maidens

200 pts + 35 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, Poisoned Thorn (2+)
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 —

	pts
Champion	120
Musician	20
Standard Bearer	20
Banner Enchantment	no limit



Sylvan Sentinels

160 pts + 35 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	
	1	4	3	0	5	Lightning Reflexes, Poison Attacks, Sylvan Longbow (3+)

— Options —

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

— Command Group Options —

	pts
Champion	20



Pathfinders

210 pts + 50 pts/extra model

5–10 models

0–2 Units/Army

Height Standard
Type Infantry
Base 20×20 mm

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

— Command Group Options — pts —

Champion

20

Quick Reference Sheet

Characters

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

Character Mounts

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

Core

Forest Guard	Adv	5"	Mar	10"	Dis	8						Forest Walker, Scoring
Standard, Infantry	HP	1	Def	5	Res	3	Arm	0				Light Armour, Shield
	Att	1	Off	5	Str	3	AP	0	Agi	5		Lightning Reflexes, Spear
Sylvan Archers	Adv	5"	Mar	10"	Dis	8						Forest Walker, Scoring
Standard, Infantry	HP	1	Def	4	Res	3	Arm	0				
	Att	1	Off	4	Str	3	AP	0	Agi	5		Lightning Reflexes, Sylvan Longbow (3+)
Heath Riders	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

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

Special

Forest Rangers	Adv	5"	Mar	10"	Dis	9											Fearless, Forest Walker, Scoring
Standard, Infantry	HP	1	Def	5	Res	3	Arm	0									Elven Cloak, Light Armour
	Att	2	Off	5	Str	3	AP	1	Agi	5							Lightning Reflexes, Great Weapon
Thicket Beasts	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
	Att	3	Off	4	Str	5	AP	2	Agi	3							
Forest Eagle	Adv	2"	Mar	4"	Dis	8											Fly (9", 18"), Light Troops, Strider (Forest)
Large, Beast	HP	3	Def	5	Res	4	Arm	0									
	Att	2	Off	5	Str	4	AP	1	Agi	4							
Blade Dancers	Adv	5"	Mar	10"	Dis	8											Dances of Cenyryn , Fearless, Forest Walker, Light Troops
Standard, Infantry	HP	1	Def	6	Res	3	Arm	0									Aegis (6+), Hard Target (1), Magic Resistance (1)
	Att	1	Off	5	Str	4	AP	1	Agi	6							Lightning Reflexes, Sylvan Blades
Treefather	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
	Att	5	Off	5	Str	6	AP	3	Agi	2							Crush Attack, Impaling Roots (3+)
Wild Huntsmen	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, Sylvan Lance
Elven Deer	Att	1	Off	3	Str	4	AP	1	Agi	4							Harnessed
Kestrel Knights	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

Briar Maidens	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
Sylvan Sentinels	Adv	5"	Mar	10"	Dis	8											Forest Walker, Light Troops, Skirmisher
Standard, Infantry	HP	1	Def	4	Res	3	Arm	0									Hard Target (1)
	Att	1	Off	4	Str	3	AP	0	Agi	5							Lightning Reflexes, Poison Attacks, Sylvan Longbow (3+)
Pathfinders	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)
	Att	1	Off	4	Str	3	AP	0	Agi	5							Lightning Reflexes, Master Archer, Sylvan Blades, Sylvan Longbow (2+)

Shooting Weapons

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