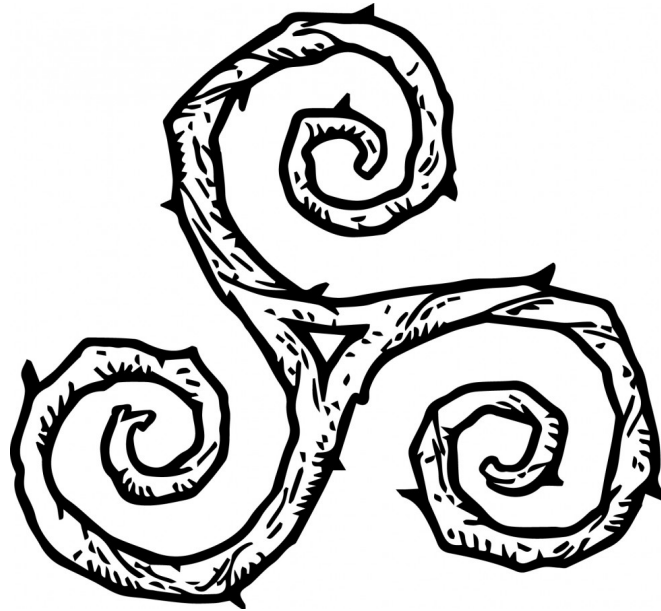


# THE IX AGE

## FANTASY BATTLES



## Sylvan Elves

Army Book (Core Rules)

2<sup>nd</sup> Edition, version 2022 beta 1 hotfix 1 – January 8, 2022

INTERNAL Pre-release

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The 9<sup>th</sup> Age: Fantasy Battles is a community-made miniatures wargame. All rules in this book are considered part of the Core Rules of T9A and should be available for use in any game. All rules and feedback can be found and given at: [the-ninth-age.com](https://the-ninth-age.com). Refer to the Rulebook for instructions on How to Read Unit Entries. Recent changes are marked in [blue](#), and listed at the end of this document. Copyright Creative Commons license: [the-ninth-age.com/license.html](https://the-ninth-age.com/license.html). Edited with  $\LaTeX$ .

# Army Specific Rules

## The Forest Follows

Immediately 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 the centre of 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, immediately 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 immediately 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

**Immediately before** 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 **until the end of the phase**.

## 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.

Longbow. 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

Paired Weapons. Attacks made with Sylvan Blades gain +1 Armour Penetration.

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

Light Lance. 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.

**Wild Hunter** 90 pts  
Models **mounted** on Elven Horse or Great Elk only.  
The model gains +1 Attack Value, -2 Defensive Skill, **Battle Focus**, **Devastating Charge (+1 Att, Fear)**, **Fearless**, **Frenzy**, and **Light Troops**.

**Shapeshifter** 85 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.

**Pathfinder** 50 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 **model'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** 25 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.

**Entangling Vines** 60 pts  
In a Duel, opponents **must** reroll successful to-hit rolls against the **model**.

**Scarred Bark** 60 pts  
All Dryads in the **model's** unit gain **Hatred**.

**Toxic Spores** 60 pts  
The **model's** unit gains **Lethal Strike**.

**Oaken Crown** 20 pts  
The **model** gains **Swift Reform**.

# Special Items

## Weapon Enchantments

### Hunter's Honour 85 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.

### Lifeseed Feathers 55 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)**

### Spirit of the Whirlwind 40 pts

Enchantment: Sylvan Blades.

The wielder gains +1 Attack Value, and attacks made with this weapon gain +1 Strength, **Lethal Strike**, and become **Magical Attacks**.

### Bough of Wyscan 30 pts

Enchantment: Sylvan Longbow.

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

## Armour Enchantments

### Curse of the Black Stag 40 pts

Enchantment: Light Armour.

The wearer gains **Devastating Charge (+1 Att, +1 Str, +1 Def)**.

### Shielding Bark 40 pts

Infantry models only.

Enchantment: Light Armour.

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

## 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 35 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

65 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

55 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

30 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.

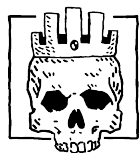
### Drums of Cenryn

20 pts

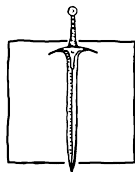
Models on foot only.

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.

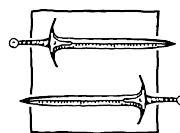
## Army Organisation



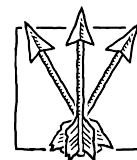
**Characters**  
Max. 40%



**Core**  
Min. 25%



**Special**  
No limit



**Unseen Arrows**  
Max. 35%

# 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-	Mount 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 Lance	20			
Great Weapon	15	Sylvan Blades	25			
Lance	15					



## Chieftain

140 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>6</b>	<b>3</b>	<b>0</b>		
Offensive	Att	Off	Str	AP	Agi	
Chieftain	<b>3</b>	<b>6</b>	<b>4</b>	<b>1</b>	<b>7</b>	Lightning Reflexes
Options			pts-	Mount Options		pts-
Battle Standard Bearer			50	Elven Horse with Light Troops		40
A single Kindred			no limit	Great Elk		85
Special Items			up to 100	Eagle King		105
Light Armour			5			
Shield			5			
Elven Cloak			10			
Sylvan Longbow (1+)			5			
One choice only:						
Spear	5	Sylvan Blades	15			
Great Weapon	10	Sylvan Lance	15			
Lance	10					






## Druid

120 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			95		Special Items	up to 100		
Wizard Master			265		If Wizard Master	up to 200		
					Sylvan Longbow (3+)	5		
Cosmology	Druidism	Shamanism			Sylvan Blades	5		
— Mount Options —					pts—			
					Elven Horse	30		
					Eagle King	50		
					Sylvan Unicorn	50		
					Dragon (Wizard Master only)	380		





## Treefather Ancient

455 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			25		A single Aspect of Nature	no limit		
Wizard Adept			120		A single Artefact* (Wizard only)	no limit		
Wizard Master			305		*Cannot take Dragonfire Gem			
								
Divination	Druidism							





## Avatar of Nature

600 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—

A single Aspect of Nature

pts-

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—

Wizard Apprentice

Wizard Adept

pts-

25

120

—Options—

A single Aspect of Nature

pts-

no limit



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

A single Aspect of Nature

pts-

50

no limit

# 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

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

0–2 Mounts/Army

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

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

0–1 Mounts/Army

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

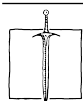
165 pts + 13 pts/extra model

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</b> choose (one choice only):				Champion		10
Elven Cloak and Sylvan Blades			free	Musician		10
Spear and Shield			free	Standard Bearer		10
				Banner Enchantment		no limit



## Sylvan Archers

230 pts + 18 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			10	Standard Bearer		10
Musician			10	Banner Enchantment		no limit



## Heath Riders

170 pts + 26 pts/extra model

5–15 models

0–3 Units/Army

Height Standard  
Type Cavalry  
Base 25×50 mm



Units with an upgrade marked with [UA] also count 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>	
<b>Heath Hunters</b> (0–10 Models/Unit) [UA]			7/model			
Ambush ( <b>Heath Hunters</b> only)			2/model			
— Command Group Options —			pts —		— Command Group Options — pts —	
Champion			10		Standard Bearer 10	
Musician			10		Banner Enchantment no limit	



## Dryads

155 pts + 16 pts/extra model

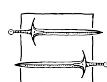
8–26 models

0–4 Units/Army

Height Standard  
Type Infantry  
Base 25×25 mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Forest Walker, 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 —		— Command Group Options — pts —	
<b>Must choose (one choice only):</b>					<b>Champion</b> 10	
Scoring			free		— Optional Model Rules —	
<b>Clearing Spirits</b> (0–15 Models/Unit)			1/model		<b>Clearing Spirits:</b> Universal Rule.	
					The model gains <b>Hard Target (1), Light Troops, and Skirmisher.</b>	

# Special (No limit)



## Forest Rangers

200 pts + 17 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" Adv			3/model	Champion		10
				Musician		10
				Standard Bearer		10
				Banner Enchantment		no limit



## Thicket Beasts

365 pts + 106 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			10			



## Forest Eagles

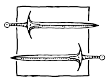
100 pts + 30 pts/extra model

1-5 models

0-2 Units/Army

Height Large  
Type Beast  
Base 50×50 mm

Global	Adv	Mar	Dis	Model Rules	
Ground	2"	4"	8	Fly (9", 18"), Light Troops, Strider (Forest)	
Fly	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

215 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	<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	10
Musician	10
Standard Bearer	10
Banner Enchantment	no limit

#### Dance of Bedevilments

**Fear**, and enemy units in base contact with the model **always** have a Rank Bonus of 0.

#### 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

455 pts

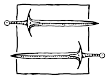
single model

0–2 Units/Army

Height Gigantic  
Type Infantry  
Base 75×50 mm

0–1 Units/Army if the army **List** includes two or more 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

270 pts + 32 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				3/model	Champion	10
<b>Must</b> choose (one choice only):					Musician	10
Sylvan Blades				free	Standard Bearer	10
Sylvan Lance				1/model	Banner Enchantment	no limit



## Kestrel Knights

285 pts + 65 pts/extra model

3–6 models

0–2 Units/Army

Height Large  
Type Cavalry  
Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules		
Ground	2"	4"	9	Feigned Flight, Fly (9", 18"), Forest Walker, Light Troops, Vanguard		
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-
<b>Must</b> choose (one choice only):					Champion	10
Skirmisher and Sylvan Longbow (3+)				free	Musician	10
Shield				10/model	Standard Bearer	10
					Banner Enchantment	no limit



# Unseen Arrows (Max. 35%)



## Briar Maidens

195 pts + 27 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	10
Standard Bearer	10
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** 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)  
Sylvan Blades

3/model  
1/model

### Command Group Options

Champion 10



## Pathfinders

**180** pts + **46** pts/extra model

**5–10** models

0–2 Units/Army

Height **Standard**  
Type **Infantry**  
Base **20×20 mm**

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	<b>5"</b>	<b>10"</b>	<b>8</b>	Forest Walker, Light Troops, Scout, Skirmisher		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	<b>1</b>	<b>5</b>	<b>3</b>	<b>0</b>	Hard Target (1)	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
<b>Pathfinder</b>	<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**

**10**

# 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 set to 2+ +1 AP at Short Range
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+	Pathfinder
	3+	Druid, Sylvan Archer, Heath Rider, Kestrel Knight, Sylvan Sentinel
Impaling Roots	3+	Avatar of Nature, Trefather
	4+	Trefather Ancient
Poisoned Thorn	2+	Briar Maiden

# Changelog

## 2022 beta 1 Hotfix 1

- Wild Hunter - Minor text simplification
- Chieftain Eagle King 115 ↘ 105

## 2022 beta 1

### Design Changes

- Minor rule clarifications

### Non-Cost Changes

- Unseen arrows 35%

### Cost Changes

- special item Bough of Wyscan 40 ↘ 30
- special item Lifeseed Feathers 60 ↘ 55
- special item Hunter's Honour 75 ↗ 85
- special item Mist Walker's Mirror 70 ↘ 65
- special item Drums of Cenyrn 25 ↘ 20
- special item Banner of Silent Mist 40 ↘ 35
- kindred Shapeshifter 90 ↘ 85
- kindred Pathfinder 55 ↘ 50
- aspect of nature Scarred Bark 65 ↘ 60
- Druid base cost 135 ↘ 120
- Druid adept 75 ↗ 95
- Druid master 225 ↗ 265
- Druid Elven Horse 20 ↗ 30
- Druid Eagle King 40 ↗ 50
- Druid Unicorn 60 ↘ 50
- Druid Dragon 400 ↘ 380
- Dryad Ancient apprentice 40 ↘ 25
- Dryad Ancient adept 115 ↗ 135
- Chieftain light elven horse 45 ↘ 40
- Chieftain Great Elk 95 ↘ 85
- Chieftain Eagle King 125 ↘ 115
- Forest Prince Sylvan Blades 20 ↗ 25
- Thicket Shepherd base cost 270 ↘ 260
- Treefather Ancient base cost 460 ↘ 455
- Treefather Ancient apprentice 40 ↘ 25
- Treefather Ancient adept 115 ↗ 135
- Treefather Ancient master 265 ↗ 305
- Dryads clearing spirits 2 ↘ 1
- Heath Riders additional models 27 ↘ 26
- Sylvan Archers base cost 240 ↘ 230
- Sylvan Archers additional models 21 ↘ 18
- Blade Dancers base cost 220 ↘ 215
- Blade Dancers additional models 31 ↘ 32
- Kestrel Knights base cost 300 ↘ 285
- Kestrel Knights additional models 70 ↘ 65
- Kestrel Knights Shield 5 ↗ 10
- Thicket Beasts additional models 115 ↘ 106
- Treefather base cost 430 ↗ 455
- Wild Huntsmen base cost 275 ↘ 270
- Wild Huntsmen additional models 35 ↘ 32
- Wild Huntsmen Shield 5 ↘ 3
- Wild Huntsmen Sylvan Lance 0 ↗ 1
- Briar Maidens additional models 30 ↘ 27
- Pathfinders base cost 190 ↘ 180
- Pathfinders additional models 45 ↗ 46