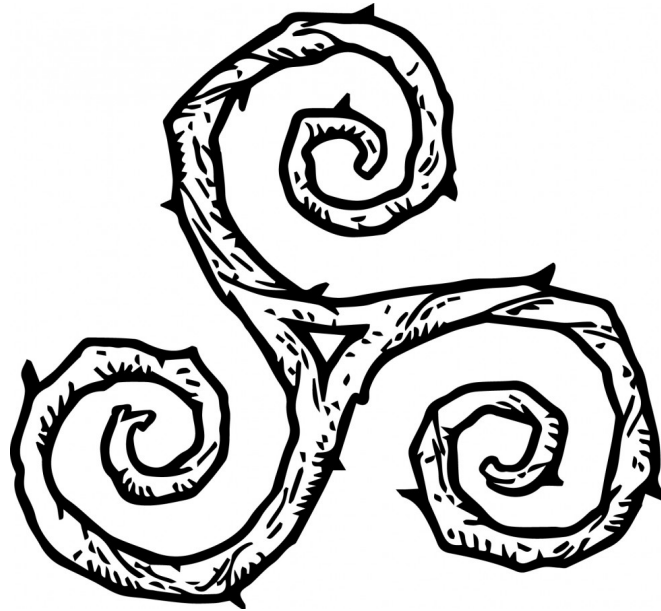


THE IX AGE

FANTASY BATTLES



Sylvan Elves

Army Book (Core Rules)

2nd Edition, version 2021 beta 1 hotfix 1 – January 7, 2021

Army Specific Rules	2	Characters	7
Army Model Rules	2	Character Mounts	10
Hereditary Spell	3	Core	12
Kindreds	4	Special	14
Aspects of Nature	4	Unseen Arrows	17
Special Items	5		
Army Organisation	6		
Quick Reference Sheet	19		



The 9th 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. 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. 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

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>
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 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 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 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.

Scarred Bark 65 pts

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

Entangling Vines 60 pts

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

Toxic Spores 60 pts

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

Oaken Crown 20 pts

The bearer gains **Swift Reform**.

Special Items

Weapon Enchantments

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.

Lifeseed Feathers 60 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)**

Bough of Wyscan 40 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 **wielder** gains +1 Attack Value, and attacks made with this weapon gain +1 Strength, **Lethal Strike**, 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 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

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.

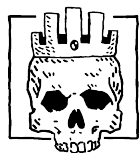
Drums of Cenyrn

25 pts

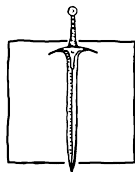
Models on foot only.

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.

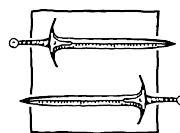
Army Organisation



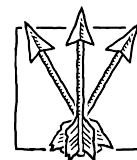
Characters
Max. 40%



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	
Forest Prince	4	7	4	2	9	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 Blades	20			
Great Weapon	15	Sylvan Lance	20			
Lance	15					



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	15			
Great Weapon	10	Sylvan Lance	15			
Lance	10					






Druid

135 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		
Cosmology	Druidism	Shamanism			Sylvan Blades	5		
— 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

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

pts-

40

—Options—

A single Aspect of Nature

pts-

no limit

Wizard Adept

115



Divination



Druidism



Thicket Shepherd

270 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	
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

pts-

50

A single Aspect of Nature

no limit

Character Mounts



Elven Horse

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

Global	Adv	Mar	Dis	Model Rules		
	9"	18"	C			
Defensive	HP	Def	Res	Arm		
	C	C	C	C+1		
Offensive	Att	Off	Str	AP	Agi	
Elven Horse	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			
Defensive	HP	Def	Res	Arm		
	C	C	5	C+1		
Offensive	Att	Off	Str	AP	Agi	
Great Elk	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			
Defensive	HP	Def	Res	Arm		
	C	C	4	C+1	Aegis (+1, max. 4+)	
Offensive	Att	Off	Str	AP	Agi	
Sylvan Unicorn	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		
Fly	9"	18"				
Defensive	HP	Def	Res	Arm		
	4	C	4	C+1	Hard Target (1)	
Offensive	Att	Off	Str	AP	Agi	
Eagle King	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		
Fly	7"	14"				
Defensive	HP	Def	Res	Arm		
	6	5	6	4		
Offensive	Att	Off	Str	AP	Agi	
Dragon	5	5	6	3	3	Breath Attack (Str 4, AP 1, Flaming Attacks), Harnessed

Core (Min. 25%)



Forest Guard

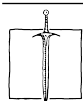
165 pts + 13 pts/extra model

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-
Must 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

255 pts + 21 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				Standard Bearer		10
Musician				Banner Enchantment		no limit



Heath Riders

170 pts + 27 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 —	
Must choose (one choice only):					Heath Hunters: Universal Rule.	
Shield			free		The model loses Devastating Charge (+1 Str, +1 AP) and Scoring, and gains Sylvan Longbow (3+),	
Heath Hunters (0-10 Models/Unit) [UA]			7/model		Feigned Flight, Light Troops, and Vanguard.	
Ambush (Heath Hunters only)			2/model			
— Command Group Options —			pts-		— Command Group Options —	
Champion			10		Standard Bearer	
Musician			10		Banner Enchantment	
					10	
					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-		— Optional Model Rules —	
Must choose (one choice only):					Clearing Spirits: Universal Rule.	
Scoring			free		The model gains Skirmisher, Light Troops, and Hard Target (1).	
Clearing Spirits (0-15 Models/Unit)			2/model			
— Command Group Options —			pts-			
Champion			10			

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" Advance Rate			3/model	Champion		10
				Musician		10
				Standard Bearer		10
				Banner Enchantment		no limit



Thicket Beasts

365 pts + 115 pts/extra model

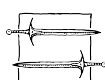
4-6 models



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						10



Forest Eagles

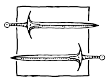
100 pts + 30 pts/extra model

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

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	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	
Blade Dancer	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	10
Musician	10
Standard Bearer	10
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

430 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

275 pts + 35 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	10		
Must choose (one choice only):					Musician	10		
Sylvan Blades				free	Standard Bearer	10		
Sylvan Lance				free	Banner Enchantment	no limit		



Kestrel Knights

300 pts + 70 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 choice only):					Champion	10		
Skirmisher and Sylvan Longbow (3+)				free	Musician	10		
Shield				5/model	Standard Bearer	10		
					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, 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 —

Champion	100
Musician	10
Standard Bearer	10
Banner Enchantment	no limit



Sylvan Sentinels

155 pts + 40 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)	2/model	pts-
Sylvan Blades	1/model	pts-

— Command Group Options —

Champion	10
----------	----



Pathfinders

190 pts + **45** 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>		
	5"	10"	8	Forest Walker, Light Troops, Scout, Skirmisher		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	5	3	0	Hard Target (1)	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
Pathfinder	1	4	3	0	5	Lightning Reflexes, Master Archer, Sylvan Blades, Sylvan Longbow (2+)

— *Command Group Options* ————— *pts* —
Champion **10**

Quick Reference Sheet

Characters

Forest Prince	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
Chieftain	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
Druid	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
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
Treefather Ancient	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
Avatar of Nature	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+)
Dryad Ancient	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
Thicket Shepherd	Att	4	Off	5	Str	5	AP	3	Agi	4		

Character Mounts

Elven Horse	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
Great Elk	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
Sylvan Unicorn	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
Eagle King	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
Dragon	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

Forest Guard	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
Sylvan Archers	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+)
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, 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

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
Forest Ranger	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
Thicket Beast	Att	3	Off	4	Str	5	AP	2	Agi	3	
Forest Eagles	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	
Blade Dancers	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
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
Treefather	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
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)
Sylvan Sentinel	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)
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+
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, Treefather
	4+	Treefather Ancient
Poisoned Thorn	2+	Briar Maiden

Changelog

2021 beta 1

- A few wording and layout adjustments

Balance Changes

- Champion, Musician, Standard Bearer 20 ↘ 10
- Bough of Wyscan 50 ↘ 40
- Lifeseed Feathers 80 ↘ 60
- Shielding Bark 60 ↘ 40
- Sacred Seeds 60 ↘ 55
- Drums of Cenyrn 30 ↘ 25
- Glyph of Amryl 35 ↘ 30
- Forest Guardian 35 ↘ 25
- Scarred Bark 75 ↘ 65
- Toxic Spores 65 ↘ 60
- Avatar of Nature Base cost 610 ↘ 600
- Druid Base cost 140 ↘ 135
- Chieftain
 - Sylvan Blades 20 ↘ 15
 - Sylvan Lance 20 ↘ 15
- Thicket Shepherd Base cost 260 ↗ 270
- Dryads
 - Base cost 150 ↗ 155
 - Additional models 17 ↘ 16
 - Clearing Spirits 3 ↘ 2
- Forest Guard
 - Base cost 170 ↘ 165
 - Additional models 14 ↘ 13
- Heath Riders
 - Base cost 180 ↘ 170
 - Additional models 29 ↘ 27
 - Heath Hunters 5 ↗ 7
- Sylvan Archers Additional models 23 ↘ 21
- Forest Rangers Additional models 18 ↘ 17
- Kestrel Knights
 - Base cost 305 ↘ 300
 - Additional models 72 ↘ 70
 - Shield 2 ↗ 5
- Treefather Base cost 435 ↘ 430
- Wild Huntsmen
 - Base cost 290 ↘ 275
 - Additional models 40 ↘ 35
- Pathfinders
 - Base cost 200 ↘ 190
 - Additional models 49 ↘ 45
- Sylvan Sentinels
 - Additional models 38 ↗ 40
 - Scout 3 ↘ 2