





1615 pts (36.00 %) 675 pts (15.00 %) 750 pts (17.00 %) 790 pts (18.00 %)
Characters **Core** **Special** **Unseen Arrows**
 (40 Max) (25 Least) (0 NoLimit) (30 Max)

Characters



DRUID #1
 Druid - Large - Cavalry - 50x50

460 POINTS




Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Wizard Apprentice, Forest Walker, Tree Singing	
Defensive	HP	Def	Res	Arm	
	3	4	3	0	
Offensive	Att	Off	Str	Ap	Agi
Druid	1	4	3	0	5
Lightning Reflexes, Hand Weapon					

MOUNT EAGLE KING


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

Options | Cosmology • Wizard Master • Sylvan Longbow (3+) • Eagle King • Sylvan Blades • Talisman of Shielding




FOREST PRINCE #1
 Forest Prince - Standard - Infantry - 20x20

235 POINTS




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
Lightning Reflexes, Accurate, Hand Weapon					

Options | Sylvan Longbow (0+) • Great Weapon



FOREST PRINCE #2
 Forest Prince - Standard - Infantry - 20x20

235 POINTS



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
Lightning Reflexes, Accurate, Hand Weapon					

Options | Sylvan Longbow (0+) • Great Weapon



FOREST PRINCE #3
Forest Prince - Standard - Infantry - 20x20

405 POINTS



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

Lightning Reflexes, Accurate, Hand Weapon

Options Sylvan Longbow (0+) • Light Armour • Shield • Elven Cloak • Spear • General • Dragon Staff • Shielding Bark • Willow's Ward • Hunter's Honour



CHIEFTAIN #1
Chieftain - Standard - Infantry - 20x20

280 POINTS



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
Lords of the Forest - Chieftain	3	6	4	1	7

Lightning Reflexes, Hand Weapon

Options Battle Standard Bearer • Sylvan Longbow (1+) • Light Armour • Great Weapon • Destiny's Call

Core



FOREST GUARD #1
Forest Guard x15 - Standard - Infantry - 20x20

175 POINTS



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

Lightning Reflexes, Spear

Options Musician • Elven Cloak, Sylvan Blades



FOREST GUARD #2
Forest Guard x15 - Standard - Infantry - 20x20

175 POINTS



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

Lightning Reflexes, Spear

Options Musician • Elven Cloak, Sylvan Blades



FOREST GUARD #3
Forest Guard x25 - Standard - Infantry - 20x20

325 POINTS



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

Options | Champion • Musician • Standard Bearer • Shield and Spear

Special



FOREST EAGLE #1
Forest Eagles x2 - Large - Beast - 50x50

130 POINTS



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

Options | Champion • Musician • Standard Bearer • Banner of Speed

Unseen Arrows



FOREST RANGERS #1
Forest Rangers x30 - Standard - Infantry - 20x20

620 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Scoring, Fearless, Forest Walker		
Defensive	HP	Def	Res	Arm		
	1	5	3	0	Light Armour, Elven Cloak	
Offensive	Att	Off	Str	Ap	Agi	
Forest Rangers	2	5	3	1	5	Lightning Reflexes, Great Weapon

Options | Champion • Truth of Time • Master of Earth



BRIAR MAIDENS #1
Briar Maidens x10 - Standard - Cavalry - 25x50

445 POINTS



Global	Adv	Mar	Dis	Model Rules		
	9"	18"	9	Light Troops, Forest Walker, 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	Poison Attacks, Lightning Reflexes, Poisoned Thorn (2+, 2+)
Elven Deer	1	3	4	1	4	Harnessed

Options | Champion • Truth of Time • Master of Earth



BRIAR MAIDENS #2
Briar Maidens x10 - Standard - Cavalry - 25x50

345 POINTS



Global	Adv	Mar	Dis	Model Rules		
	9"	18"	9	Light Troops, Forest Walker, 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	Poison Attacks, Lightning Reflexes, Poisoned Thorn (2+, 2+)
Elven Deer	1	3	4	1	4	Harnessed

Options	Truth of Time • Master of Earth
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Magics

Racial Trait Spell

Casting	Range	Type	Duration
Forest Embrace			
Mf	4+ [7+]	18"	en.magic_spell.type_target.Augment
<p>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'.]</p>			



Duality: All Cosmology spells are divided into two versions, representing opposing aspects: Cosmos and Chaos. When casting Cosmology spells, always declare which version of the spell you are using. Whenever the Caster successfully casts a non-Bound Cosmology spell, the next Cosmology spell it attempts to cast has its Casting Value reduced by 1, provided this spell is a Cosmology spell of the opposing aspect.

		Casting	Range	Type	Duration	Effect
4	Perception of Strength Chaos	8+	24"	Hex	One Turn	The target suffers -1 Strength and -1 Armour Penetration.
5	Unity in Divergence Cosmos	10+	24"	Augment	One Turn	All models in the target unit gain Aegis (5+) .
5	Unity in Divergence Chaos	10+	24"	Hex Damage Direct	Instant	Each model in the target unit suffers a hit with Strength 3, Armour Penetration 0, and Magical Attacks.
4	Perception of Strength Cosmos	8+	24"	Augment	One Turn	The target gains +1 Strength and +1 Armour Penetration.
6	Truth of Time Cosmos	7+	24"	Augment Focused	Instant	The target Recovers 1 Health Point
6	Touch the Heart chaos	7+	24"	Hex Missile Damage Focused	Instant	The target suffers 1 hit that wounds automatically with Armour Penetration 10 and Magical Attacks.
1	Altered Sight Chaos	5+	24"	Hex	One Turn	The target suffers -1 Offensive Skill and -1 Defensive Skill, and has its weapons' Aim worsened by 1.
2	Truth of Time Cosmos	5+	24"	Augment	One Turn	Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Maximised Roll.
2	Truth of Time Chaos	5+	24"	Hex	One Turn	Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Minimised Roll.
1	Altered Sight Cosmos	5+	24"	Augment	One Turn	The target gains +1 Offensive Skill and +1 Defensive Skill, and has its weapons' Aim improved by 1.
3	Ice and Fire Cosmos	7+	24"	Hex Missile Damage	Instant	The target suffers 2D6 hits with Strength 4, Armour Penetration 0, and Magical Attacks . Successful Special Saves against wounds caused by this spell must be rerolled.
3	Ice and Fire Chaos	7+	24"	Hex Damage Augment	Instant	The target suffers 2D6 hits with Strength 4 and Armour Penetration 0, and Magical Attacks . Successful Armour Saves against wounds caused by this spell must be rerolled.



Druidism

Nature's Call: All Wizards that know at least one Druidism spell (excluding Bound Spells) know the Learned Spell The Oaken Throne in addition to their other spells.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
5	Stone Skin	9+ {8+}	12"	Augment	One Turn	The Range of this spell can be measured from the Caster or from any Hill Terrain Feature on the board. The target gains +2 {+3} Resilience.
3	Entwining Roots	6+ {5+}	12"	Hex	One Turn	The Range of this spell can be measured from the Caster or from any Forest Terrain Feature on the board. The target suffers -1 {-2} Offensive Skill, -1 {-2} Defensive Skill, and -1 {-2} to hit with Shooting Attacks.
4	Summer Growth	11+ {10+}	24"	Augment	Instant	This spell has different effects depending on the target: Standard Infantry/Beast* : Raise 4 {6} Health Points. Towering Presence** : Raise 1 {1} Health Point. Anything else*** : Raise 2 {3} Health Points. * More than half of the models in the unit are both Standard Height and either Type Infantry or Beast Type. ** More than half of the models in the unit have Towering Presence. *** Use this if neither of the above is applies.
4	Fountain of Youth		12"	Augment Focused	Instant	The target or its unit Recovers {Raises} 1 Health Point. No single model can Recover (or Raise) more than 1 Health Point per phase from this spell.
6	Spirits of the Wood	7+ {6+}	12"	Augment {Universal}	One Turn	Place a Forest Terrain Feature underneath the target (this can be substituted by placing a marker or the spell card 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). {If the target is a friendly unit, it gains Strider (Forest).}
2	Master of Earth	6+ {5+}	18"	Hex Damage Direct	Instant	The range of this spell can be measured from the Caster or from any Impassable Terrain Terrain Feature on the board. The target suffers D6 hits with Strength 4 {5}, Armour Penetration 1 {2} and Magical Attacks.
0	The Oaken Throne	4+	Caster	Caster	Permanent	If any friendly Caster is affected by The Oaken Throne, certain spells are cast with an amplified version. Use any text marked with {} and ignore any red text . The Oaken Throne must already be in play when a spell is cast in order to use the {amplified} Attribute. This spell is ended if any friendly Caster attempts to cast The Oaken Throne again, or if the opponent removes a dice from their Magic Dice pool at the end of step 3 of any Magic Phase sequence (after Siphon the Veil).
1	Healing Waters	7+ {6+}	12"	Augment	One Turn	The Range of this spell can be measured from the Caster or from any Water Terrain Feature on the board. The target gains Fortitude (5+) {(4+)}.

Magic items

Talisman of Shielding: The bearer gains Aegis (5+).

Dragon Staff: The bearer gains Breath Attack (Str 3, AP 0, Flaming Attacks).

Hunter's Honour: 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.

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

Willow's Ward: While using this Shield, the bearer cannot use Parry, gains +1 Armour, and Impact Hits distributed onto the bearer suffer -2 Armour Penetration.

Destiny's Call: The wearer gains Aegis (4+) and its Armour is set to 3 and can never be improved beyond this.

Magic banners

Banner of Speed: A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

Model Rules

Accurate:

Aegis:

Elven Cloak: Armour

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

Fearless: If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

