



SYLVAN ELVES

SIRI.3 - 4 498 POINTS



1105 pts (25.00 %) 1125 pts (25.00 %) 1226 pts (27.00 %) 1042 pts (23.00 %)
Characters **Core** **Special** **Unseen Arrows**
 (40 Max) (25 Least) (0 NoLimit) (35 Max)

Characters



CHIEFTAIN BOLT

Chieftain - Standard - Infantry - 20x20

200 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		
Chieftain	3	6	4	1	7	Lightning Reflexes, Hand Weapon	

Options	General • Sylvan Longbow (1+) • Bough of Wyscan
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WARDANCER BSB


Chieftain - Standard - Infantry - 20x20

295 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		
Chieftain	3	6	4	1	7	Lightning Reflexes, Hand Weapon	


Options	Battle Standard Bearer • Blade Dancer • Sylvan Blades • Spirit of the Whirlwind
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SHAMAN


Druid - Standard - Infantry - 20x20

125 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	


Options	Sylvan Longbow (3+) • Sylvan Blades • Shamanism
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COSMO

Druid - Standard - Infantry - 20x20

485 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		

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Druid	1	4	3	0	5	Lightning Reflexes, Hand Weapon

Options	Sylvan Longbow (3+) • Cosmology • Wizard Master • Binding Scroll x1 • Watcher's Woe
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Core



	FOREST GUARD Forest Guard x15 - Standard - Infantry - 20x20	180 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	5"	10"	8	Scoring, Forest Walker

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	5	3	0	Light Armour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Forest Guard	1	5	3	0	5	Lightning Reflexes

Options	Elven Cloak and Sylvan Blades • Musician • Standard Bearer
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	FOREST GUARD Forest Guard x15 - Standard - Infantry - 20x20	180 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	5"	10"	8	Scoring, Forest Walker

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	5	3	0	Light Armour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Forest Guard	1	5	3	0	5	Lightning Reflexes

Options	Elven Cloak and Sylvan Blades • Musician • Standard Bearer
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	SYLVAN ARCHERS Sylvan Archers x20 - Standard - Infantry - 20x20	475 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	5"	10"	8	Scoring, Forest Walker, Sylvan Longbow

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	0	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Sylvan Archer	1	4	3	0	5	Lightning Reflexes

Options	Musician • Standard Bearer • Banner of Deception
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	HEATH RIDERS Heath Riders x8 - Standard - Cavalry - 25x50	290 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	9"	18"	8	Scoring, Forest Walker



<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	1	Light Armour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Heath Rider	1	4	3	0	5	Lightning Reflexes, Devastating Charge, Sylvan Lance

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Elven Horse	1	3	3	0	4	Harnessed

Options	Shield • Champion • Musician • Standard Bearer
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Special



	BLADE DANCERS Blade Dancers x13 - Standard - Infantry - 20x20	416 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	5"	10"	8	Fearless, Light Troops, Magic Resistance (1), Forest Walker, Dances of Cenyrn

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	6	3	0	Aegis, Hard Target

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Blade Dancer	1	5	4	1	6	Lightning Reflexes, Sylvan Blades

Options	Champion • Standard Bearer
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	WILD RIDERS Wild Huntsmen x8 - Standard - Cavalry - 25x50	405 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	9"	18"	9	Fearless, Frenzy, Light Troops, Forest Walker

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	1	Aegis, Light Armour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Wild Huntsman	2	5	4	1	6	Lightning Reflexes, Battle Focus, Devastating Charge

Elven Deer	1	3	4	1	4	Harnessed
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Options	Shield • Sylvan Lance • Champion • Standard Bearer
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	WILD RIDERS Wild Huntsmen x8 - Standard - Cavalry - 25x50	405 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	9"	18"	9	Fearless, Frenzy, Light Troops, Forest Walker

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	1	Aegis, Light Armour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Wild Huntsman	2	5	4	1	6	Lightning Reflexes, Battle Focus, Devastating Charge

Elven Deer	1	3	4	1	4	Harnessed
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Options	Shield • Sylvan Lance • Champion • Standard Bearer
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Unseen Arrows



	BRIAR MAIDENS CONCLAVE Briar Maidens x8 - Standard - Cavalry - 25x50	394 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	9"	18"	9	Light Troops, Wizard Conclave, Forest Walker



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
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<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	1	Aegis
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Briar Maiden	1	4	3	0	5
Elven Deer	1	3	4	1	4



Options	Champion • Standard Bearer
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	SYLVAN SENTINELS Sylvan Sentinels x9 - Standard - Infantry - 20x20	298 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	8	Light Troops, Skirmisher, Forest Walker, Sylvan Longbow	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Sylvan Sentinel	1	4	3	0	5

	PATHFINDERS Pathfinders x5 - Standard - Infantry - 20x20	175 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	8	Light Troops, Scout, Skirmisher, Forest Walker, Sylvan Longbow	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	5	3	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Pathfinder	1	4	3	0	5

	PATHFINDERS Pathfinders x5 - Standard - Infantry - 20x20	175 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	8	Light Troops, Scout, Skirmisher, Forest Walker, Sylvan Longbow	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	5	3	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Pathfinder	1	4	3	0	5

Magics

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
H Forest Embrace				
<i>Mf</i>	(4+) {7+}	18"	Translation missing: en.magic_spell.type_target.Augment	One Turn
<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>				



Cosmology

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.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
3	Ice and Fire Cosmos	8+	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.
4	Perception of Strength Chaos	8+	24"	Hex	One Turn	The target suffers -1 Strength and -1 Armour Penetration.
4	Perception of Strength Cosmos	8+	24"	Augment	One Turn	The target gains +1 Strength and +1 Armour Penetration.
3	Ice and Fire Chaos	8+	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.
2	Truth of Time Chaos	5+	24"	Hex	One Turn	The target suffers -2" Advance Rate, to a minimum of 3", and -2 Agility, to a minimum of 1.
2	Truth of Time Cosmos	5+	24"	Augment	One Turn	The target gains +2" Advance Rate and +2 Agility.
5	Unity in Divergence Chaos	10+	24"	Hex Damage Direct	Instant	The target suffers 1 hit with Area Attack (6x6), Strength 3, Armour Penetration 0, and Magical Attacks.
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.
6	Truth of Time Cosmos	7+	24"	Augment Focused	Instant	The target Recovers 1 Health Point
5	Unity in Divergence Cosmos	10+	24"	Augment	One Turn	All models in the target unit gain Aegis (5+) .
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.
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.



Shamanism

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
5	Totemic Summon	9+ [12+]	96"	Ground	Instant	Summon a Totemic Beast (profile below). It must be placed within 1" [10"] of the Board Edge. Totemic Beast (for Totemic Summon) single model Size Large Type Beast Base 40x40 mm Global Adv Mar Dis Model Rules 3D6" - 7 Fearless, Random Movement (3D6") Defensive HP Def Res Arm 3 3 5 - Offensive Att Off Str AP Agi 4 3 5 2 3 Breath Attack (Str 3, AP 0)
3	Savage Fury	5+ [8+]	12" [24"]	Universal	One Turn	The target gains Frenzy and Battle Focus.
4	Chilling Howl	6+ [10+]	36"	Hex	One Turn	All units within 6" [12"] of the target when the spell is cast suffer a -1 to-wound modifier on their Shooting [Ranged] Attacks [including effects of spells cast while affected by spell effects] .
A	Scarification		Caster		One Turn	Melee Attacks against the target can never wound on better than 5+.
6	Break the Spirit	9+ [11+]	18" [36"]	Hex	One Turn	The target suffers a -1 to-hit modifier, and treats all Terrain (including Open Terrain) as Dangerous Terrain (2).
1	Awaken the Beast	5+ [7+]	18"	Augment	One Turn	The target gains +1 Strength and +1 Armour Penetration [+1 Resilience] .
2	Swarm of Insects	5+ [8+]	24" [48"]	Hex Missile Damage	Permanent	Immediately after successfully casting this spell, the target suffers 5D6 hits with Strength 1, Armour Penetration 0, and Magical Attacks. If one or more unsaved wounds are caused, the target suffers -1 to hit with its Shooting Attacks. This spell is immediately ended when the target performs an Advance, March, Charge, Failed Charge, or Pursuit Move.

Magic items

Bough of Wyscan: Shots always set to 1, Str 4 [6], AP 2 [10], Area Attack (1x5), [Multiple Wounds (2)].

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

Binding Scroll: One use only. May be activated after Siphon the Veil (at the end of step 3 of the Magic Phase Sequence).

When activated, pick an enemy model and select one of its Attribute, Bound, or Learned Spells. The selected model cannot cast the chosen instance of the spell during this Magic Phase. Only a single Binding Scroll may be activated during the same phase.

Watcher's Woe: Shots set to 4. Shooting Attacks made with this weapon become Poison Attacks.

Magic banners

Banner of Deception: 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).

Model Rules

Aegis:

Battle Focus: If the attack hits with a natural to-hit roll of '6', the attack causes two hits instead of one.

Dances of Cenyryn: 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.

Devastating Charge: Attacks & Weapons, Melee

A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

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.

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.

Frenzy: At the start of the Charge Phase, each of your nonFleeing units with at least one model with Frenzy that is unengaged, does not contain any Shaken models, and has an enemy unit inside its Front Arc within the unit's Advance Rate +7" must take a Discipline Test, called a Frenzy Test. If the test is failed, the whole unit must declare a Charge this Player Turn if possible.

Frenzy Tests and Restrain Pursuit Tests taken by units with at least one model with Frenzy are subject to Maximised Roll.

If there are different Advance Rates available in the unit, the Advance Rate used for the Frenzy Test and for the Charge Range is determined as follows:

- If a model has more than one Advance Rate (e.g. due to Fly), the model must use the Advance Rate that has the highest chance of completing the Charge.
- If a unit contains models with different Advance Rates, the unit must use the highest Advance Rate that all models in the unit can use (which will usually be the lowest Advance Rate in the unit).

For example, a model with Advance Rate 2" and Fly (8", 16") must use the Advance Rate from Fly. And if a Character in a Combined Unit has Advance Rate 4" while the R&F models have 6", the Combined Unit must use Advance Rate 4". Note that when a unit is forced to declare a Charge due to a failed Frenzy Test, it is not forced to Charge the enemy unit that triggered the Frenzy Test.

Hand Weapon: All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry

Hard Target:

Harnessed: Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with with at least one model part with Harnessed is considered to be mounted.

Light Armour: Armor +1

Light Troops: Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

Lightning Reflexes: Close Combat

A Close Combat Attack with Lightning Reflexes gains a +1 to-hit modifier. Model parts with this Attack Attribute wielding Great Weapons do not gain this +1 to-hit modifier, but strike with the Great Weapon at the Initiative Step corresponding to their Agility instead of always striking at Initiative Step 0.

Magic Resistance:

Master Archer: 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.

Poison Attacks: If the attack successfully hits with a natural to-hit roll of '6', it automatically wounds with no to-wound roll needed. Shooting Attacks using the Hopeless Shot can only automatically wound if the first to-hit roll is a natural '6'. Note that the second to-hit roll must still be successful in order to hit the target. If the attack can be turned into more than one hit (e.g. a hit with Area Attack, Battle Focus, or Penetrating), only a single hit, chosen by the attacker, automatically wounds. All other hits must roll to wound as normal.

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

Scoring: Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives (see section XVI.2 "Scoring Secondary Objectives", page 67). Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon:

Scoring can be lost during the game:

- A unit that is Fleeing loses Scoring for as long as it is Fleeing.
- An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring.
- A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.

Scout: At step 8 of the Pre-Game Sequence (after Spell Selection) an army that includes units with Scout must state which of its units with Scout will use it, starting with the player that picked the Deployment Zone. Deploy your army as usual, but without deploying any of the Scouting units. These units are placed after all other non-Scouting units have been deployed. They can either be deployed in your Deployment Zone, using the normal rules, or they can be deployed outside the Deployment Zone, but must be more than 18" away from any enemy units. This is decreased to 12" if the Scouting unit is deployed entirely within a Forest, Ruins, Field, Building, or Water Terrain Feature. Scouting units that are deployed outside their player's Deployment Zone may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have Scouting units, alternate deploying one unit at a time, starting with the player that finished deploying first.

Skirmisher: The model can draw Lines of Sight in any direction (i.e. it is not limited by the Front Arc) from any point on its base (remember that Charge Moves are limited by a single Wheel of no more than 90°, and that Stand and Shoot Charge Reactions can only be done against enemies in the Front Arc) and can always use Shooting Attacks from any rank (they are not limited to shooting from first and second rank).

Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base to base contact with each other. Instead, models are placed with a 12.5 mm distance between them. This gap is considered part of the unit for Cover purposes, and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops, never block Line of Sight, and when units in skirmish formation would contribute to Hard Cover, they contribute to Soft Cover instead.

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.

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.

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.

Wizard Apprentice: - Knows 1 spell.
- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.
The Wizard selects its spells as described in Spell Selection

Wizard Conclave: The Champion of a unit with Wizard Conclave gains +1 Health Point in addition to the normal Characteristics increases associated with being a Champion, and is a Wizard Adept.
This Champion may select up to two spells from predetermined spells given in brackets after Wizard Conclave.
This overrides the Spell Selection rules connected to being a Wizard Adept.

Qr codes of your army

You can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

