



# SYLVAN ELVES

## SHADOWS OF TAL MORA - 4 978 POINTS



1670 pts (33.00 %) 1340 pts (27.00 %) 1568 pts (31.00 %) 730 pts (15.00 %)  
**Characters**      **Core**      **Special**      **Unseen Arrows**  
 (40 Max)      (25 Least)      (0 NoLimit)      (35 Max)

### Characters



**SHADIZAR SHADOWBANE**  
 Forest Prince - Standard - Infantry - 20x20

**540 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, Lightning Reflexes, Hand Weapon

**Options** General • Sylvan Longbow (0+) • Elven Cloak • Shield • Light Armour • Sylvan Blades • Shapeshifter • Glyph of Amryl • Obsidian Rock • Titanic Might • Destiny's Call • Willow's Ward



**ELMARION THE DRUIDMASTER**  
 Druid - Standard - Cavalry - 25x50

**595 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, Lightning Reflexes, Hand Weapon



### MOUNT SYLVAN UNICORN

Global	Adv	Mar	Dis	Model Rules	
	10"	20"	C	C	
Defensive	HP	Def	Res	Arm	
	C	C	4	C+1	
Offensive	Att	Off	Str	Ap	Agi
Sylvan Unicorn	2	5	4	1	5

Harnessed, Magical Attacks, Devastating Charge

**Options** Druidism • Wizard Master • Sylvan Longbow (3+) • Sylvan Unicorn • Sacred Seeds • Talisman of Shielding • Lifeseed Feathers



**DURDEN THE MISTDANCER**  
 Chieftain - Standard - Infantry - 20x20

**330 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, Lightning Reflexes, Hand Weapon

**Options** Battle Standard Bearer • Spear • Blade Dancer • Aether Icon x2 • Hunter's Honour



**DRUID #2**  
Druid - Standard - Cavalry - 25x50

205 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, Lightning Reflexes, Hand Weapon



**MOUNT ELVEN HORSE**

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

Options | Shamanism • Sylvan Longbow (3+) • Elven Horse • Binding Scroll x1 • Bough of Wyscan

Core



**ARROWS OF TAL MORA**  
Sylvan Archers x10 - Standard - Infantry - 20x20

235 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Scoring, Forest Walker, Sylvan Longbow	
Defensive	HP	Def	Res	Arm	
	1	4	3	0	
Offensive	Att	Off	Str	Ap	Agi
Sylvan Archer	1	4	3	0	5

Lightning Reflexes

Options | Musician



**ARROWS OF TAL MORA**  
Sylvan Archers x10 - Standard - Infantry - 20x20

235 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Scoring, Forest Walker, Sylvan Longbow	
Defensive	HP	Def	Res	Arm	
	1	4	3	0	
Offensive	Att	Off	Str	Ap	Agi
Sylvan Archer	1	4	3	0	5

Lightning Reflexes

Options | Musician



**ARROWS OF TAL MORA**  
Sylvan Archers x10 - Standard - Infantry - 20x20



235 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Scoring, Forest Walker, Sylvan Longbow	
Defensive	HP	Def	Res	Arm	
	1	4	3	0	
Offensive	Att	Off	Str	Ap	Agi
Sylvan Archer	1	4	3	0	5



Lightning Reflexes

Options	Musician
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	<b>ARROWS OF TAL MORA</b> Sylvan Archers x10 - Standard - Infantry - 20x20	<b>235 POINTS</b>	
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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
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	<b>HUNTERS OF TAL MORA</b> Heath Riders x5 - Standard - Cavalry - 25x50	<b>200 POINTS</b>	
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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
Devastating Charge, Lightning Reflexes, Sylvan Lance					
Elven Horse	1	3	3	0	4
Harnessed					



Options	Heath Hunters
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	<b>HUNTERS OF TAL MORA</b> Heath Riders x5 - Standard - Cavalry - 25x50	<b>200 POINTS</b>	
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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
Devastating Charge, Lightning Reflexes, Sylvan Lance					
Elven Horse	1	3	3	0	4
Harnessed					

Options	Heath Hunters
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**Special**

	<b>WHIRLING KNIVES OF TAL MORA</b> Blade Dancers x15 - Standard - Infantry - 20x20	<b>523 POINTS</b>	
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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, 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, Magic Resistance
<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 • Musician • Standard Bearer • Banner of Silent Mist
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**GHOSTS OF TAL MORA**  
Wild Huntsmen x7 - Standard - Cavalry - 25x50

430 POINTS



Global	Adv	Mar	Dis	Model Rules	
	9"	18"	9	Fearless, Frenzy, Light Troops, Forest Walker	
Defensive	HP	Def	Res	Arm	
	1	3	3	1	Aegis, Light Armour
Offensive	Att	Off	Str	Ap	Agi
Wild Huntsman	2	5	4	1	6
Elven Deer	1	3	4	1	4

<b>Options</b>	Shield • Sylvan Lance • Champion • Musician • Standard Bearer • Banner of Speed
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**GHOSTS OF TAL MORA**  
Wild Huntsmen x7 - Standard - Cavalry - 25x50

425 POINTS



Global	Adv	Mar	Dis	Model Rules	
	9"	18"	9	Fearless, Frenzy, Light Troops, Forest Walker	
Defensive	HP	Def	Res	Arm	
	1	3	3	1	Aegis, Light Armour
Offensive	Att	Off	Str	Ap	Agi
Wild Huntsman	2	5	4	1	6
Elven Deer	1	3	4	1	4

<b>Options</b>	Shield • Sylvan Lance • Champion • Musician • Standard Bearer • Predator Pennant
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**FOREST EAGLES #1**  
Forest Eagles - Large - Beast - 50x50

95 POINTS



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



**FOREST EAGLES #2**  
Forest Eagles - Large - Beast - 50x50

95 POINTS



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

Unseen Arrows



<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>	<i>Hard Target</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
Lightning Reflexes, Master Archer, Sylvan Blades					

## Magics

### Racial Trait Spell

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



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.

		Casting	Range	Type	Duration	Effect
5	Stone Skin	10+ <<9+>>	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: <b>Standard Infantry/Beast*</b> : Raise 4 {6} Health Points. <b>Towering Presence**</b> : Raise 1 {1} Health Point. <b>Anything else***</b> : 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.
6	Spirits of the Wood	7+ {6+}	12"	Augment {Universal}	One Turn	<If the target is an enemy unit Engaged in Combat, the spell has no effect. Otherwise,> 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).
1	Healing Waters	7+ <<6+>>	18"	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+)}.
4	Fountain of Youth		12"	Augment Focused	Instant	The target or its unit Recovers {Raises} 1 Health Point. This spell can only be cast once per phase.
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).
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 1D6 hits with Strength <4> <<5>>, Armour Penetration <1> <<2>> and Magical Attacks.



Shamanism

## Shamanism

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>5</b>	Totemic Summon	10+ [12+]	96"	Ground	Instant	Summon a Totemic Beast (profile below). It must be placed within <b>1"</b> [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)
<b>3</b>	Savage Fury	5+ [8+]	12" [24"]	Universal	One Turn	The target gains Frenzy and Battle Focus.
<b>4</b>	Chilling Howl	6+ [10+]	36"	Hex	One Turn	All units within <b>6"</b> [12"] of the target when the spell is cast suffer a -1 to-wound modifier on their <b>Shooting [Ranged]</b> Attacks [including effects of spells cast while affected by spell effects].
<b>6</b>	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).
<b>1</b>	Awaken the Beast	5+ [7+]	18"	Augment	One Turn	The target gains <b>+1 Strength</b> and <b>+1 Armour Penetration</b> [+1 Resilience].
<b>A</b>	Scarification		Caster		One Turn	Melee Attacks against the target can never wound on better than 5+.
<b>2</b>	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

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

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

**Obsidian Rock:** The bearer gains Magic Resistance (2).

**Titanic Might:** Attacks made with this weapon gain +3 Strength and become 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.

**Lifeseed Feathers:** 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" and; Shots **always** 1, Strength and Armour Penetration vary depending on the wielder's distance to the target: • Str 4, AP 1 if within 10" and; • Str 5, AP 2 if more than 10" and within 20" and; • Str 6, AP 3 if more than 20" and within 30" and; and the attack gains **Multiple Wounds (2)**

**Sacred Seeds:** 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" and.

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

**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.

**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.

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

## Magic banners

**Aether Icon:** The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

**Banner of Silent Mist:** The bearer's unit gains Soft Cover. Enemy units within 3" of the bearer's unit may not gain any benefit from a Musician.

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

**Predator Pennant:** The bearer's unit gains **Devastating Charge (Distracting)**.

## Model Rules

**Accurate:**

**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 Cenryrn:** 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.

**Fly:** The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers move, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

**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:**

**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.

**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.

**Strider:** The model automatically passes Dangerous Terrain Tests taken due to Terrain.  
 If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain.  
 Sometimes Strider is linked to a specific type of Terrain, stated in brackets.  
 In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

**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

### 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.

Shadizar shadowbane	Elmarion The Druidmaster	Durden The Mistdancer	Arrows of Tal Mora	Arrows of Tal Mora	Arrows of Tal Mora	Arrows of Tal Mora	Hunters of Tal Mora	Hunters of Tal Mora	Whirling Knives of Tal Mora	Ghosts of Tal Mora	Ghosts of Tal Mora	Pathfinders of Tal Mora	Druid #2	Forest Eagles #1	Forest Eagles #2