



SYLVAN ELVES

SE4500 1 - 4 500 POINTS



1700 pts (38.00 %) 1219 pts (27.00 %) 1581 pts (35.00 %) 210 pts (5.00 %)
Characters **Core** **Special** **Unseen Arrows**
 (40 Max) (25 Least) (0 NoLimit) (35 Max)

Characters

	DRUID #2 Druid - Standard - Infantry - 20x20	220 POINTS	
--	--	-------------------	--

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

Options	Cosmology • Wizard Adept
----------------	--------------------------

	DRUID #3 Druid - Standard - Infantry - 20x20	125 POINTS	
--	--	-------------------	--

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

Options	Shamanism • Wizard Apprentice
----------------	-------------------------------

	DRUID #1 Druid - Standard - Infantry - 20x20	430 POINTS	
--	--	-------------------	--

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


Options	General • Sylvan Longbow (3+) • Druidism • Wizard Master • Horn of the Wild Hunt
----------------	--

	AVATAR OF NATURE #1 Avatar of Nature - Gigantic - Infantry - 75x50	625 POINTS	
--	--	-------------------	--

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>				<i>Model Rules</i>
	5"	10"	9				Entangling Vines, Tree Singing, Forest Walker, Stubborn, Sylvan Spirit
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>			
	6	6	6	4	Aegis, Flammable		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>		

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Avatar of Nature	6	6	7	4	3	Impaling Roots, Hand Weapon, Crush Attack


Options	Entangling Vines
----------------	------------------



THICKET SHEPHERD #1

Thicket Shepherd - Large - Infantry - 40x40

300 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	5"	10"	9	A Shepherd and its Flock, Forest Walker, Sylvan Spirit, Emboldening Boughs

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	5	5	3	Aegis, Flammable

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Thicket Shepherd	4	5	5	3	4	Hand Weapon

Options	Battle Standard Bearer • Oaken Crown
----------------	--------------------------------------

Core



FOREST GUARD #1

Forest Guard x15 - Standard - Infantry - 20x20

190 POINTS



<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 (+1)	Light Armour, Shield, Shield

<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	Spear, Spear, Lightning Reflexes

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



SYLVAN ARCHERS #1

Sylvan Archers x20 - Standard - Infantry - 20x20

440 POINTS



<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	Champion • Musician • Standard Bearer
----------------	---------------------------------------



HEATH RIDERS #1

Heath Riders x5 - Standard - Cavalry - 25x50

210 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	9"	18"	8	Scoring, Heath Hunters, 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	Sylvan Lance, Lightning Reflexes, Devastating Charge

Elven Horse	1	3	3	0	4	Harnessed
-------------	---	---	---	---	---	-----------

Options

Heath Hunters

**DRYADS #1**Dryads **x24** - Standard - Infantry - 25x25**379** POINTS

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Forest Walker, Sylvan Spirit	
Defensive	HP	Def	Res	Arm	
	1	4	4	0	Aegis
Offensive	Att	Off	Str	Ap	Agi
Dryad	2	4	4	1	5

Options

Scoring • Champion

Special

**THICKET BEASTS #1**Thicket Beasts **x6** - Large - Infantry - 40x40**537** POINTS

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Scoring, Sylvan Spirit, Bodyguard, Emboldening Boughs	
Defensive	HP	Def	Res	Arm	
	3	4	5	3	Aegis, Flammable
Offensive	Att	Off	Str	Ap	Agi
Thicket Beast	3	4	5	2	3

Options

Champion

**FOREST EAGLES #1**

Forest Eagles - Large - Beast - 50x50

95 POINTS

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


**TREEFATHER #1**

Treefather - Gigantic - Infantry - 75x50

435 POINTS

Global	Adv	Mar	Dis	Model Rules	
--------	-----	-----	-----	-------------	--


<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	8	Tree Singing, Forest Walker, Stubborn, Sylvan Spirit	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	5	6	4	Aegis, Flammable
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Treefather	5	5	6	3	2
Impaling Roots, Crush Attack					



WILD HUNTSMEN #1

Wild Huntsmen x7 - Standard - Cavalry - 25x50

419 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	9"	18"	9	Fearless, Frenzy, Forest Walker, Light Troops	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	1	Light Armour, Aegis
<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
Sylvan Lance, Battle Focus, Lightning Reflexes, Devastating Charge					
Elven Deer	1	3	4	1	4
Sylvan Lance, Harnessed					

Options	Sylvan Lance • Champion • Musician • Standard Bearer • Predator Pennant
----------------	---

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
H Forest Embrace				
Mf	(4+) (7+)	18"	Translation missing: en.magic_spell.type_target.Augment	One Turn
<p style="margin: 0; font-size: 0.9em;">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.

		Casting	Range	Type	Duration	Effect
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.
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.
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.
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.
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.
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 Chaos	10+	24"	Hex Damage Direct	Instant	The target suffers 1 hit with Area Attack (6x6), 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.
5	Unity in Divergence Cosmos	10+	24"	Augment	One Turn	All models in the target unit gain Aegis (5+) .

		Casting	Range	Type	Duration	Effect
4	Perception of Strength Chaos	8+	24"	Hex	One Turn	The target suffers -1 Strength and -1 Armour Penetration.



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
1	Fountain of Youth	6+	12"	Augment Focused	Instant	When resolving the spell, choose one of the following effects: • Recover 1 Health Point of a Character in the target unit. • Raise 4 Health Points of Standard Height R&F models without Tall in the unit. • Raise 2 Health Points of any other models in the unit.
2	Entwining Roots	(5+)(8+)	18"	Hex	One Turn	The target suffers (-1)(-2) Offensive Skill, (-1)(-2) Defensive Skill, and (-1)(-2) to hit with Shooting Attacks.
3	Healing Waters	8+	18"	Augment	One Turn	The target gains Fortitude (6+) and Fortitude (+1, max 3+).
4	Master of Earth	(7+)(8+)	(6")(18")	Hex Damage	Instant	The target suffers 2D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.
5	Stone Skin	9+	18"	Augment	One Turn	Melee Attacks against the target can never wound on better than 5+.
6	Summer Growth	12"	11+	Ground	Instant	Friendly units within 6" of the target point Raise D3 Health Points. Models with Towering Presence and Characters Raise 1 Health Point instead.



Shamanism

		Casting	Range	Type	Duration	Effect
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).
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].
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)
A	Scarification		Caster		One Turn	Melee Attacks against the target can never wound on better than 5+.
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.
1	Awaken the Beast	5+ [7+]	18"	Augment	One Turn	The target gains +1 Strength and +1 Armour Penetration [+1 Resilience].
3	Savage Fury	5+ [8+]	12" [24"]	Universal	One Turn	The target gains Frenzy and Battle Focus.

Magic items

Horn of the Wild Hunt: One use only. May be activated when a friendly unit within 8" fails a roll for Charge Range. The roll may be rerolled.

Magic banners

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

Model Rules

A Shepherd and its Flock: The model cannot join a unit that contains another model with this rule.

Aegis:

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

Bodyguard: When a Character is joined to a unit in which at least one model has Bodyguard, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

Crush Attack:

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.

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.

Entangling Vines:

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.

Flammable:

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

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.

Heath Hunters: The model loses Devastating Charge (+1 Str, +1 AP) and Scoring, and gains Sylvan Longbow (3+), **Feigned Flight**, **Light Troops**, and **Vanguard**.

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.

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.

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.

Shield: +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

Spear:

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.

Stubborn: A unit with at least one model with Stubborn ignores any Combat Score penalties to its Discipline when taking Break Tests or Combat Reform Discipline Tests.

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.

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.

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 qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

Druid #2	Druid #3	Druid #1	Avatar of Nature #1	Thicket Shepherd	Forest Guard #1	Sylvan Archers #1	Heath Riders #1	Dryads #1	Thicket Bears #1	Forest Eagles #1	Forest Eagles #2	Treefather #1	Wild Huntsmen
