



# SYLVAN ELVES

## LIST ELVES SYLVESTRES (v2022 BETA 2) #2 - 4 479 POINTS



1785 pts (40.00 %) 1390 pts (31.00 %) 1304 pts (29.00 %) 165 pts (4.00 %)  
**Characters**      **Core**      **Special**      **Unseen Arrows**  
 (40 Max)      (25 Least)      (0 NoLimit)      (35 Max)

### Characters



#### FOREST PRINCE #1

Forest Prince - Standard - Cavalry - 50x50mm

605 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



#### MOUNT GREAT ELK

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

<b>Options</b>	General • Sylvan Longbow (0+) • Shield • Light Armour (Destiny's Call) • Sylvan Blades (Titanic Might) • Great Elk • Wild Hunter
<b>Magic items</b>	Titanic Might (Sylvan Blades) • Destiny's Call (Light Armour) • Obsidian Rock
<b>Notes</b>	6Att (7Att en charge) F7 PA3 Svg 4+ Fortitude 4+



#### FOREST PRINCE #2

Forest Prince - Standard - Cavalry - 50x50mm

600 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



#### MOUNT GREAT ELK

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

<b>Options</b>	Sylvan Longbow (0+) • Elven Cloak • Light Armour (Death Cheater) • Sylvan Blades (Spirit of the Whirlwind) • Great Elk • Wild Hunter
<b>Magic items</b>	Death Cheater (Light Armour) • Spirit of the Whirlwind (Sylvan Blades)
<b>Notes</b>	7 Att (8Att en charge) F5 PA3 3+ Svg Fortitude 4+



### DRUID #1

Druid - Large - Cavalry - 50x50mm

315 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 EAGLE KING

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

Harnessed

Options	Druidism • Wizard Adept • Eagle King
Magic items	Binding Scroll



### DRUID #1 COPY

Druid - Standard - Infantry - 20x20mm

265 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

Options	Cosmology • Wizard Adept
Magic items	Binding Scroll

Core



### HEATH RIDERS #1

Heath Riders x10 - Standard - Cavalry - 25x50mm

340 POINTS



Global	Adv	Mar	Dis	Model Rules	
	9"	18"	8	Scoring, Forest Walker	
Defensive	HP	Def	Res	Arm	
	1	4	3	1	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Heath Rider	1	4	3	0	5
Elven Horse	1	3	3	0	4

Devastating Charge, Lightning Reflexes, Sylvan Lance

Harnessed

Options	Shield • Champion • Musician • Standard Bearer
Magic banners	Banner of Discipline (Banner Enchantment)



### HEATH RIDERS #1 COPY

Heath Riders x10 - Standard - Cavalry - 25x50mm

340 POINTS



Global	Adv	Mar	Dis	Model Rules		
	9"	18"	8	Scoring, Forest Walker		
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, Lightning Reflexes, Sylvan Lance
Elven Horse	1	3	3	0	4	Harnessed

<b>Options</b>	Shield • Champion • Musician • Standard Bearer
<b>Magic banners</b>	Banner of Discipline (Banner Enchantment)



### HEATH RIDERS #3

Heath Riders x5 - Standard - Cavalry - 25x50mm

200 POINTS



Global	Adv	Mar	Dis	Model Rules		
	9"	18"	8	Scoring, Forest Walker		
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, Lightning Reflexes, Sylvan Lance
Elven Horse	1	3	3	0	4	Harnessed

<b>Options</b>	Heath Hunters
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### SYLVAN ARCHERS #1

Sylvan Archers x10 - Standard - Infantry - 20x20mm

255 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

<b>Options</b>	Musician • Standard Bearer
<b>Magic banners</b>	Aether Icon (Banner Enchantment)



### SYLVAN ARCHERS #1 COPY

Sylvan Archers x10 - Standard - Infantry - 20x20mm

255 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

<b>Options</b>	Musician • Standard Bearer
<b>Magic banners</b>	Aether Icon (Banner Enchantment)

## Special

	<b>WILD HUNTSMEN #3</b> Wild Huntsmen x10 - Standard - Cavalry - 25x50mm	<b>515 POINTS</b>	
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Global	Adv	Mar	Dis			Model Rules
	9"	18"	9			Fearless, Frenzy, Light Troops, Forest Walker
Defensive	HP	Def	Res	Arm		
	1	3	3	1	, Light Aegis Armour	
Offensive	Att	Off	Str	Ap	Agi	
<b>Wild Huntsman</b>	2	5	4	1	6	Battle Focus , Devastating Charge, Lightning Reflexes
<b>Elven Deer</b>	1	3	4	1	4	Harnessed

<b>Options</b>	Sylvan Lance • Champion • Musician • Standard Bearer
<b>Magic banners</b>	Banner of Deception (Banner Enchantment)

	<b>KESTREL KNIGHTS #1</b> Kestrel Knights x6 - Large - Cavalry - 40x40mm	<b>599 POINTS</b>	
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Global	Adv	Mar	Dis			Model Rules
	2"	4"	9			Feigned Flight, Fly, Light Troops, Vanguard, Forest Walker
	9"	18"				
Defensive	HP	Def	Res	Arm		
	2	5	4	1	, Light Hard Target Armour	
Offensive	Att	Off	Str	Ap	Agi	
<b>Kestrel Knight</b>	1	5	4	1	5	Devastating Charge, Lightning Reflexes, Sylvan Lance
<b>Kestrel</b>	2	5	4	2	4	Harnessed

<b>Options</b>	Shield • Champion • Musician • Standard Bearer
<b>Magic banners</b>	Predator Pennant (Banner Enchantment)

	<b>FOREST EAGLES #1</b> Forest Eagles - Large - Beast - 50x50mm	<b>95 POINTS</b>	
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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	
<b>Forest Eagle</b>	2	5	4	1	4	

	<b>FOREST EAGLES #2</b> Forest Eagles - Large - Beast - 50x50mm	<b>95 POINTS</b>	
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Global	Adv	Mar	Dis			Model Rules
	2"	4"	8			Fly, Light Troops, Strider

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	<b>9"</b>	<b>18"</b>			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	<b>3</b>	<b>5</b>	<b>4</b>	<b>0</b>	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Forest Eagle</b>	<b>2</b>	<b>5</b>	<b>4</b>	<b>1</b>	<b>4</b>

## Magics

### Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<b><i>H Forest Embrace</i></b>				
<i>Mf</i>	<b>(4+)</b> <b>{7+}</b>	<b>18"</b>	<b>Augment</b>	<b>Last one Turn</b>
<i>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'.</i>				



### 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>
<b>4</b>	Perception of Strength Chaos	8+	24"	Hex	Last one Turn	The target suffers <b>-1 Strength</b> and <b>-1 Armour Penetration</b> .
<b>5</b>	Unity in Divergence Cosmos	10+	24"	Augment	Last one Turn	All models in the target unit <b>gain Aegis (5+)</b> .
<b>5</b>	Unity in Divergence Chaos	10+	24"	Hex, Damage, Direct	Instant	Each model in the target unit <b>suffers a hit with Strength 3, Armour Penetration 0, and Magical Attacks</b> .
<b>4</b>	Perception of Strength Cosmos	8+	24"	Augment	Last one Turn	The target gains <b>+1 Strength</b> and <b>+1 Armour Penetration</b> .
<b>6</b>	Truth of Time Cosmos	7+	24"	Augment, Focused	Instant	The target <b>Recovers 1 Health Point</b>
<b>6</b>	Touch the Heart chaos	7+	24"	Hex, Missile, Damage, Focused	Instant	The target suffers <b>1 hit that wounds automatically</b> with Armour Penetration 10 and Magical Attacks.
<b>1</b>	Altered Sight Chaos	5+	24"	Hex	Last one Turn	The target suffers <b>-1 Offensive Skill</b> and <b>-1 Defensive Skill</b> , and has its weapons' Aim <b>worsened</b> by 1.
<b>2</b>	Truth of Time Cosmos	5+	24"	Augment	Last 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.
<b>2</b>	Truth of Time Chaos	5+	24"	Hex	Last 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.
<b>1</b>	Altered Sight Cosmos	5+	24"	Augment	Last one Turn	The target gains <b>+1 Offensive Skill</b> and <b>+1 Defensive Skill</b> , and has its weapons' Aim <b>improved</b> by 1.
<b>3</b>	Ice and Fire Cosmos	8+	24"	Hex, Missile, Damage	Instant	The target suffers 2D6 hits with Strength 4, Armour Penetration 0, and <b>Magical Attacks</b> . Successful <b>Special Saves</b> against wounds caused by this spell must be rerolled.
<b>3</b>	Ice and Fire Chaos	8+	24"	Hex, Damage, Augment	Instant	The target suffers 2D6 hits with Strength 4 and Armour Penetration 0, and <b>Magical Attacks</b> . Successful <b>Armour Saves</b> 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>
<b>1</b>	Healing Waters	<b>7+</b> <b>&lt;&lt;6+&gt;&gt;</b>	18"	Augment	Last one Turn	The Range of this spell can be measured from the Caster or from any <b>Water Terrain</b> Feature on the board. The target gains Fortitude <b>(5+)</b> <b>{(4+)}</b> .

		Casting	Range	Type	Duration	Effect
3	Entwining Roots	<6+> <<5+>>	12"	Hex	Last one Turn	The Range of this spell can be measured from the Caster or from any <b>Forest</b> Terrain Feature on the board. The target suffers <-1> <<-2>> Offensive Skill, <-1> <<-2>> Defensive Skill, and <-1> <<-2>> to hit with Shooting Attacks.
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 <b>Impassable Terrain</b> Terrain Feature on the board. The target suffers 1D6 hits with Strength <4> <<5>>, Armour Penetration <1> <<2>> and <b>Magical Attacks</b> .
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 <b>red text</b> . The Oaken Throne must already be in play when a spell is cast in order to use the { <b>amplified</b> } 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).
A	Fountain of Youth		12"	Augment, Focused	Instant	The target or its unit <b>Recovers</b> { <b>Raises</b> } 1 Health Point. This spell can only be cast once per phase.
5	Stone Skin	10+ <<9+>>	12"	Augment	Last one Turn	The Range of this spell can be measured from the Caster or from any <b>Hill</b> Terrain Feature on the board. The target gains +2 {+3} Resilience.
6	Spirits of the Wood	7+ {6+}	12"	Augment, {Universal}	Last one Turn	<If the target is an enemy unit Engaged in Combat, the spell has no effect. Otherwise,> place a <b>Forest</b> Terrain Feature underneath the target (this can be substituted by placing a marker or the spell card next to the unit). This <b>Forest</b> 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 <b>Strider (Forest)</b> .
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.

## Magic items

**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.

**Death Cheater:** The wearer gains +1 Armour and Fortitude (4+).

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

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

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

**Banner of Discipline:** The bearer's unit may reroll failed Panic Tests. If the Battle Standard Bearer or the General is part of the bearer's unit, it automatically passes Panic Tests instead.

**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.

**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.

**Feigned Flight:** A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

**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:** 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.

**Lightning Reflexes:**

**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.

**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 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.

**Vanguard:** After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units

which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

**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.

Heath Riders #1



Heath Riders #1 copy



Heath Riders #3



Sylvan Archers #1



Sylvan Archers #1 copy



Wild Huntsmen #3



Kestrel Knights #1



Forest Prince #1



Forest Prince #2





Druid #1



Druid #1 copy



Forest Eagles #1



Forest Eagles #2

