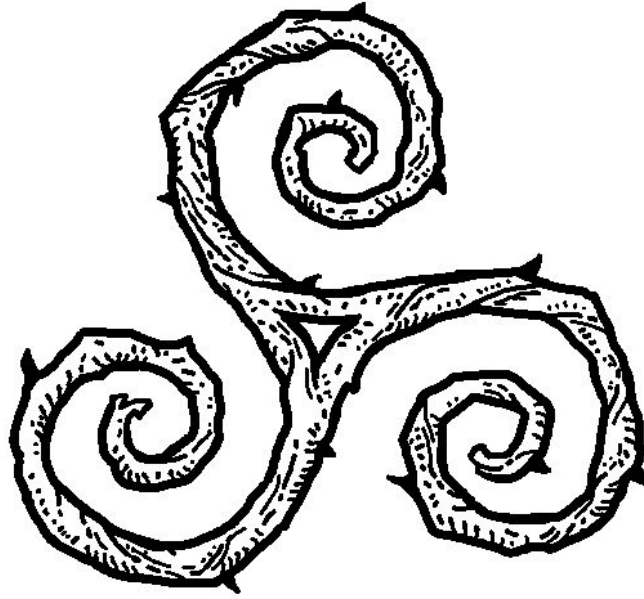


Fantasy Battles

The 9th Age



Sylvan Elves

Army Rules

Version 1.1.0 - 02 September 2016

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Army Wide Rules

The Forest Follows

After both players have selected their respective deployment zones but before any models are deployed, you may place a single Forest entirely within your half of the Battlefield, not touching any other Terrain Feature and more than 6" away from any Objective. This Terrain Feature may not be larger than 27 cm in length and 19 cm in width. All Forests on the Battlefield are considered Dangerous Terrain (1) for all units except those with Strider or Strider (Forest).

The Rarest of Spirits

Sylvan Elves armies may include a maximum of 3 Treefathers and/or Treefather Ancients. This limit is raised to 6 for Grand Armies and reduced to 2 for Warbands.

Special Rules

Forest Walker

Models with this special rule have Strider (Forest). If a unit comprised entirely of models with this special rule starts the Close Combat Phase with the majority of its footprint in a Forest, then all model parts with this special rule may reroll to-wound rolls of '1' in Close Combat for the duration of that phase. If your army has one or more models with Channel and Forest Walker within a Forest, add an additional +1 to Channel attempts.

Master Archers

Models with this special rule count as being equipped with the following Fey Arrows (see Armoury): Truemark Arrow, Starlight Shaft, Perforating Tip and Jewelweed Shot.

Tree Singing

Bound Spell Power Level 3, Range 24", Duration: Instant. This spell targets a single Forest and affects any friendly unit completely inside the Forest and all enemy units touching the Forest. Enemy units suffer D6 Strength 5 hits. The target Forest and all eligible friendly units (but not the enemy units) are moved D3+3" in a single direction, chosen by the caster before rolling for the distance, following the rules for Magical Move. The Forest immediately stops just before moving into contact with enemy units or other Terrain Features.

Emboldening Boughs

Units with a majority of models with this special rule have Stubborn while the majority of the unit's Footprint is within a Forest.

Armoury

Fey Arrows:

There are 6 different types of Fey Arrows and they have different effects when fired from a Longbow. Models equipped with Fey Arrows may always choose between the following effects when shooting (all Rank-and-File models in a unit must choose the same effect):

1) Use the Longbow's normal rules

or

2) Ignore penalties for Moving and Shooting, lose Volley Fire, and apply the arrow-specific rules below:

Black Arrow	Strength 4 on Short Range, Armour Piercing (1) on Long Range
Hawthorn Point	Poisoned Attacks
Truemark Arrow	Ignore to-hit modifiers from Cover, Skirmishers and Long Range
Starlight Shaft	Magical Attacks, Flaming Attacks, Divine Attacks
Perforating Tip	Armour Piercing (3)
Jewelweed Shot	Multiple Shots (2)

Impaling Roots:

This is a Shooting Attack with the following profile: Range 12", Multiple Shots (D6+1), Strength 4 (Strength 5 if its target touches a Forest), Quick to Fire, may March and Shoot, ignores to-hit modifiers for Cover.

Sylvan Lance:

Close Combat Weapon. Type: Light Lance. Attacks with Sylvan Lance gain Armour Piercing (1).

Sylvan Blades:

Close Combat Weapon. Type: Paired Weapons. Attacks with Sylvan Blades gain Armour Piercing (1).

Elven Cloak:

If combined with Light Armour, the wearer gains Innate Defence (6+).

Kindreds

Kindreds may be duplicated within an army.

Blade Dancer (25 pts) - models on foot only

The model gains Ward Save (6+), Immune to Psychology and Dances of Cenyrn (see Blade Dancers). The bearer's unit gains Swiftstride. The model may only join or be joined by other Blade Dancer Kindred Characters and units of Blade Dancers. It cannot use any Shooting Weapon nor Armour (neither magical nor mundane).

Forest Guardian (40 / 30 pts) - models on foot only

The model gains +1 Attack and Innate Defence (5+). The only Close Combat Weapons the model can be equipped with are magical or mundane Spears and Great Weapons, Sylvan Blades or mundane Hand Weapons.

Pathfinder (35 / 25 pts) - models on foot only

The model gains +1 Ballistic Skill, Scout, Master Archers and Multiple Shots (Attacks in profile).

Wild Hunter (35 / 25 pts) - models mounted on Elven Horse or Great Elk only

The bearer's model has Frenzy. The bearer has Devastating Charge and Light Troops. The model gains Fear until the end of the Combat Phase after the model has successfully charged into combat.

Shapeshifter (55 / 40 pts) - models on foot only

The model gains +4 Movement, +2 Initiative, +1 Attack and Ward Save (4+). The model has Not A Leader and may never join any unit nor be joined by any other Character.

Aspects of Nature

Aspects of Nature are One per Army.

Entangling Vines (50 / 25 pts)

In a Challenge, opponents must reroll successful rolls to hit against a model with this Aspect.

Toxic Spores (30 pts)

Every model in the bearer's unit gains a Shooting Attack with the following profile: Range 12", Strength 3, Lethal Strike.

Scarred Bark (40 pts)

All Dryads in the same unit as the bearer gain Hatred.

Oaken Crown (5 pts) - General only

If the General wears the Oaken Crown, any unit of Dryads or Thicket Beasts in the army may upgrade one model to a Standard Bearer and one model to a Musician for 10 pts each.

A single Thicket Shepherd may be the Battle Standard Bearer for 25 pts. This Battle Standard Bearer may take a Magical Standard, but if this model takes an Aspect of Nature, the total cost of that Aspect and this Magical Standard cannot exceed 50 points. If this model does not take an Aspect of Nature, its Magical Standard has no points limit.

Entwined Roots (5 pts)

During Army creation, upgrade one **unit of max 6 Thicket Beasts** with +1 Strength for +10 pts/model. This bonus applies only as long as the bearer is alive. The Point Cost for this upgrade is added to the unit's Point Cost.

Magical Items

Magical Weapons

Bow of Wyscan (35 pts)

Type: Longbow. The bearer may choose to replace its normal Shooting Attack with Multiple Shots (2D6), Strength 1, Poisoned Attacks. This special Shooting Attack cannot be combined with Fey Arrows.

Sacred Spear of Cadaron (40 / 30 pts)

Type: Spear. Attacks made with this weapon gain +1 Strength. If the bearer causes at least one unsaved wound with this weapon, the bearer and all Rank-and-File models in the bearer's unit gain Distracting until the end of the Close Combat Phase.

Whirlwind Blade (60 / 40 pts) - models on foot only

Type: Great Weapon. The bearer gains +1 to its Armour Save in Close Combat up to a maximum of 2+. The bearer also gains +1 Weapon Skill when using this weapon and all attacks made with this weapon gain Multiple Wounds (2).

Magical Armour

Helm of the Wild Hunt (20 pts)

Type: None (6+ Armour Save). The wearer gains +1 Weapon Skill and +1 Attack until the end of the Combat Phase following after the model has successfully charged into combat.

Talismans

Fire Blight Pendant (25 pts)

Neither the bearer nor anyone who attacks the bearer in Close Combat gains any Strength bonuses from either magical or mundane weapons.

Enchanted Items

Mist Walker's Mirror (35 pts) - models on foot only

One use only. If the bearer's unit consists entirely of Infantry models, is unengaged and is entirely within a Forest Terrain Feature that doesn't contain any enemy models, the unit may teleport to any other Forest Terrain Feature on the game board. This special movement is resolved at the end of the player's Movement Phase. When teleporting, the unit must be placed entirely within the target Forest. It may appear in any legal formation but must follow the 1" Unit Spacing rule. The unit counts as having performed a March Move.

Sacred Seeds (35 pts) - models on foot only

One use only. The player may activate this item at the end of any friendly Movement Phase and place a Forest Terrain Feature touching the bearer and at least 1" away from any enemy units and other Terrain Features. The Forest may not be larger than 6" in diameter.

Hail Shot (30 pts)

One use only. This item is used as a Shooting Weapon with the following profile: Range 30", Strength 4, Multiple Shots (3D6). If fired at Short Range, it gains Armour Piercing (1). Fey Arrows cannot be used in conjunction with Hail Shot.

Drums of Cenyryn (25 pts) - Blade Dancer Kindred only

One use only. The item may be activated when the bearer declares a charge. The target of the charge may only declare Hold as their Charge Reaction, unless they are already fleeing. The enemy unit may still declare Charge Reactions as normal if it is subsequently charged by other units.

Magical Standards

Amryl's Banner (25 pts)

The bearer's unit gains Fight in Extra Rank.

Army List

LORDS



Forest Prince 130 pts

single model

M	WS	BS	S	T	W	I	A	Ld
5	7	7	4	3	3	8	4	10

Infantry 20x20mm base

Elves Special Rules:

Forest Walker, Lightning Reflexes

Options:

May take Magical Items

May join a Kindred

May take any of the following:

Light Armour

Shield

Elven Cloak

May take a Longbow

May take Fey Arrows (one choice only)

May take a weapon (one choice only):

Spear

Sylvan Blades

Great Weapon

Lance

Sylvan Lance

May take a mount (one choice only):

Elven Horse

Great Elk

Forest Eagle

Dragon

pts

up to 100

no pts limit

free

5

8

3

3

5

5

10

15

15

20

50

55

250



High Druid 185 pts

single model

M	WS	BS	S	T	W	I	A	Ld
5	4	4	3	3	3	5	1	9

Infantry 20x20mm base

Elves Special Rules:

Forest Walker, Lightning Reflexes

Magic:

Level 3 Wizard Master. Generates spells from the Path of Black Magic, the Path of White Magic or any of the Paths of Battle Magic.

Options:

May become a Level 4 Wizard Master

May take the Bound Spell Tree Singing

May take Magical Items

May take a mount (one choice only):

Elven Horse

Forest Eagle

Unicorn

Dragon

pts

30

15

up to 100

20

50

50

300



Treefather Ancient - (The Rarest of Spirits)

single model

	M	WS	BS	S	T	W	I	A	Ld	
Treefather Ancient	5	4	4	5	6	6	2	3	9	Monster 75x50mm base
Avatar of Nature	5	6	5	7	6	6	3	6	9	Monster 75x50mm base

Armour:

Innate Defence (3+)

Sylvan Special Rules:

Forest Walker, Otherworldly

Special Rules:

Flammable, Crush Attack, Stubborn

Must become one of the following:

Treefather Ancient (215 pts)

<i>Options:</i>	<i>pts</i>
May take a single Aspect of Nature	no pt limit
May take the Bound Spell Tree Singing	15
May take Impaling Roots	20
May become (one choice only):	
Level 1 Wizard Apprentice	40
Level 2 Wizard Apprentice	65
Level 3 Wizard Master	130
Level 4 Wizard Master	160
If upgraded to a Wizard	
may take an Arcane Item	up to 50

Avatar of Nature (340 pts, One of a Kind)

<i>Options:</i>	<i>pts</i>
May take a single Aspect of Nature	no pts limit
May take the Bound Spell Tree Singing	15
May take Impaling Roots	25

Magic:

If a Wizard, generates spells from the Path of Nature or the Path of Wilderness.

HEROES



Chieftain 70 pts

single model

M WS BS S T W I A Ld
5 6 6 4 3 2 7 3 9

Infantry 20x20mm base

Elves Special Rules:

Forest Walker, Lightning Reflexes

Options:

May be the Battle Standard Bearer

May take Magical Items

May join a Kindred

May take any of the following:

Light Armour

Shield

Elven Cloak

May take a Longbow

May take Fey Arrows (one choice only)

May take a weapon (one choice only):

Spear

Sylvan Blades

Great Weapon

Lance

Sylvan Lance

May take a mount (one choice only):

Elven Horse

Great Elk

Forest Eagle

pts

25

up to 50

no pts limit

free

3

5

2

3

5

5

8

10

10

15

40

55



Druid 70 pts

single model

M WS BS S T W I A Ld
5 4 4 3 3 2 5 1 8

Infantry 20x20mm base

Elves Special Rules:

Forest Walker, Lightning Reflexes

Magic:

Level 1 Wizard Apprentice. Generates spells from the Path of Black Magic, the Path of White Magic or any of the Paths of Battle Magic.

Options:

May take Magical Items

May become a Level 2 Wizard Apprentice

May take the Bound Spell Tree Singing

May take a mount (one choice only):

Elven Horse

Forest Eagle

Unicorn

pts

up to 50

25

15

15

50

40



Dryad Matriarch 55 pts

single model

M	WS	BS	S	T	W	I	A	Ld
5	6	6	4	4	2	7	3	9

Infantry 25x25mm base

Sylvan Special Rules:

Forest Walker, Otherworldly

Special Rules:

Hatred

Options:

May take a single Aspect of Nature

May take the Bound Spell Tree Singing

May become a:

Level 1 Wizard Apprentice

Level 2 Wizard Apprentice

pts

up to 50

15

20

45

Magic:

If upgraded to a Wizard, generates spells from the Path of Nature or the Path of Wilderness.



Thicket Shepherd 130 pts

single model

M	WS	BS	S	T	W	I	A	Ld
5	5	4	5	5	4	4	4	9

Monstrous Infantry 40x40mm base

Armour:

Innate Defence (4+)

Options:

May take a single Aspect of Nature

pts

up to 50

Sylvan Special Rules:

Forest Walker, Otherworldly

Special Rules:

Flammable, Armour Piercing (1), Emboldening

Boughs

CHARACTER MOUNTS

Elven Horse

M	WS	BS	S	T	W	I	A	Ld
9	3	-	3	3	1	4	1	3

War Beast, 25x50mm base

Mount's Protection (6+)
Strider (Forest)

Options: pts
Unless mounted by Wild Hunter, may take:
Mount's Protection (5+) 10

Forest Eagle

M	WS	BS	S	T	W	I	A	Ld
2	5	-	4	4	3	4	2	8

Monstrous Beast, 50x50mm base

Mount's Protection (6+)
Fly (9), Strider (Forest)

Options: pts
May take Armour Piercing (1) 5
May take Lightning Reflexes 5

Great Elk

M	WS	BS	S	T	W	I	A	Ld
8	4	-	4	5	1	4	2	5

War Beast, 50x50mm base

Mount's Protection (6+)
Strider (Forest)

Unicorn

M	WS	BS	S	T	W	I	A	Ld
10	5	-	4	4	1	5	2	8

War Beast, 25x50mm base

Mount's Protection (6+)
Strider (Forest), Magical Attacks, Magic Resistance (2),
Thunderous Charge

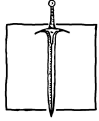
Dragon (One of a Kind)

M	WS	BS	S	T	W	I	A	Ld
6	5	1	6	6	6	3	5	9

Monster, 50x100mm base

Innate Defence (3+)
Fly (7), Strider (Forest), Breath Weapon (Strength 4,
Flaming Attacks)

CORE



Forest Guard 105 pts

15 models, may add up to 35 models 9 pts/model

M	WS	BS	S	T	W	I	A	Ld
5	5	4	3	3	1	5	1	8

Infantry 20x20mm base

Weapons:

Spear

Options:

May take a Shield

pts

2 / model

May exchange Spear with Sylvan Blades

1 / model

Armour:

Light Armour, Elven Cloak

May upgrade one model to each of the following:

Champion

10

Musician

10

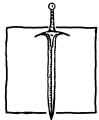
Standard Bearer

10

- may become the Veteran Standard Bearer

Elves Special Rules:

Forest Walker, Lightning Reflexes



Sylvan Archers 90 pts

10 models, may add up to 20 models 8 pts/model

M	WS	BS	S	T	W	I	A	Ld
5	4	4	3	3	1	5	1	8

Infantry 20x20mm base

Weapons:

Longbow

Options:

May take Black Arrows (0-50 Choice)

pts

4 / model

May upgrade one model to each of the following:

Champion

10

Musician

10

Standard Bearer

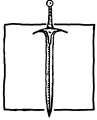
10

- may become the Veteran Standard Bearer

Elves Special Rules:

Forest Walker, Lightning Reflexes

Black Arrows: Fey Arrows with Strength 4 in Short Range, Armour Piercing (1) in Long Range.



Heath Riders 90 pts

5 models, may add up to 10 models 17 pts/model

	M	WS	BS	S	T	W	I	A	Ld	
Rider	5	4	4	3	3	1	5	1	8	
Elven Horse	9	3	-	3	3	1	4	1	3	Cavalry 25x50mm base

Weapons:

Longbow, Sylvan Lance

Options:

May exchange Longbow for Shield

pts

free

May (one choice only):

Armour:

Mount's Protection (6+), Light Armour

exchange Fast Cavalry for Elven Cloak

2 / model

take Ambush

2 / model

Elves Special Rules:

Forest Walker (Rider only), Lightning Reflexes (Rider only)

May upgrade one model to each of the following:

Champion

10

Musician

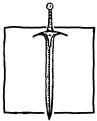
10

Standard Bearer

10

Special Rules:

Fast Cavalry



Dryads 80 pts

8 models, may add up to 22 models 12 pts/model

	M	WS	BS	S	T	W	I	A	Ld	
	5	4	4	4	4	1	5	2	8	Infantry 25x25mm base

Sylvan Special Rules:

Forest Walker, Otherworldly

Options:

May Skirmish (max 15 models)

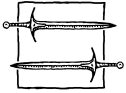
pts

30

May upgrade one model to a Champion

10

SPECIAL



Blade Dancers 75pts

5 models, may add up to 10 models 15 pts/model

M	WS	BS	S	T	W	I	A	Ld
5	6	4	4	3	1	5	1	8

Infantry 20x20mm base

Weapons:

Sylvan Blades

Options:

May upgrade one model to each of the following:

pts

Champion 10

Musician 10

Standard Bearer 10

- may take a Magical Standard up to 50

Elves Special Rules:

Forest Walker, Lightning Reflexes

Special Rules:

Skirmishers, Immune to Psychology,

Ward Save (6+), Magic Resistance (1)

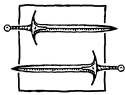
Dances of Cenyryn: At the start of each Round of Combat, units consisting entirely of models with this special rule may choose to gain one of the following effects listed below. No model may use the same effect in two Player Turns in a row. All models in the same unit must choose the same effect. The effects last until the end of the Round of Combat.

Dance of Whirling Blades +1 Attack.

Dance of the Parting Mists Ward Save (3+), -1 Strength and cannot use the Armour Piercing special rule from their Sylvan Blades.

Dance of Bedevilments Fear, enemy units in base contact with the model do not receive any Rank Bonus to their Combat Score.

Dance of Disarming Delusions Enemy units in base contact with the model cannot use Parry.



Forest Rangers 120 pts

10 models, may add up to 20 models 11 pts/model

M WS BS S T W I A Ld

5 5 4 3 3 1 5 2 9

Infantry 20x20mm base

Weapons:

Great Weapon

Options:

May take an Elven Cloak

pts

1 / model

Armour:

Light Armour

May upgrade one model to each of the following:

Champion

10

Musician

10

Standard Bearer

10

Elves Special Rules:

Forest Walker, Lightning Reflexes

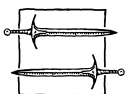
- may take a Magical Standard

up to 50

Special Rules:

Armour Piercing (1), Immune to Psychology,

Bodyguard (Forest Prince, Chieftain)



Wild Huntsmen 145 pts

5 models, may add up to 7 models 28 pts/model

M WS BS S T W I A Ld

Rider 5 5 4 4 3 1 5 1 9

Elven Deer 9 3 - 4 3 1 4 1 3

Cavalry 25x50mm base

Weapons:

Sylvan Lance

Options:

May take (one choice only):

pts

Shield

3 / model

Vanguard

3 / model

Armour:

Mount's Protection (6+), Light Armour

May exchange Sylvan Lance for Sylvan Blades

1 / model

Elves Special Rules:

Forest Walker (Rider only),

May upgrade one model to each of the following:

Champion

10

Lightning Reflexes (Rider only)

Musician

10

Standard Bearer

10

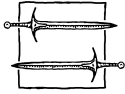
Special Rules:

Light Troops, Frenzy, Ward Save (6+),

- may take a Magical Standard

up to 50

Devastating Charge (Rider only)



Kestrel Knights 120 pts

3 models, may add up to 3 models 40 pts/model

	M	WS	BS	S	T	W	I	A	Ld	
Rider	5	5	4	4	3	1	5	1	9	
Kestrel	2	5	-	4	4	2	4	2	5	Monstrous Cavalry 40x40mm base

Weapons:

Longbow, Sylvan Lance

Options:

May exchange Longbow for Shield 2 / model

May take Light Armour 4 / model

May Skirmish (max 3 models) 5 / model

May upgrade one model to each of the following:

Champion 10

Musician 10

Standard Bearer 10

- may take a Magical Standard up to 25

Armour:

Mount's Protection (6+)

Elves Special Rules:

Forest Walker (Rider only),

Lightning Reflexes (Rider only)

Special Rules:

Fast Cavalry, Fly (9), Devastating Charge (Rider only), Armour Piercing (1) (Kestrel Only)



Thicket Beasts 105 pts

3 models, may add up to 7 models 50 pts/model

	M	WS	BS	S	T	W	I	A	Ld	
	5	4	4	4	5	3	3	3	8	Monstrous Infantry 40x40mm base

Armour:

Innate Defence (4+)

Options:

May upgrade one model to a Champion 10

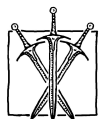
Sylvan Special Rules:

Forest Walker, Otherworldly

Special Rules:

Flammable, Armour Piercing (1), Bodyguard (Thicket Shepherd), Emboldening Boughs

RARE



Sylvan Sentinels 55 pts

5 models, may add up to 5 models 10 pts/model

M	WS	BS	S	T	W	I	A	Ld	
5	4	4	3	3	1	5	1	8	Infantry 20x20mm base

Weapons:

Longbow

Options:

May take Paired Weapons 1 / model
 A single unit may take Scout 1 / model
 May take Hawthorn Points 4 / model
 May upgrade one model to a Champion 10

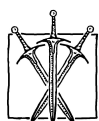
Elves Special Rules:

Forest Walker, Lightning Reflexes

Special Rules:

Skirmishers

Hawthorn Points: Fey Arrows with Poisoned Attacks



Pathfinders 100 pts

5 models, may add up to 5 models 23 pts/model

M	WS	BS	S	T	W	I	A	Ld	
5	5	5	3	3	1	5	1	8	Infantry 20x20mm base

Weapons:

Sylvan Blades, Longbow

Options:

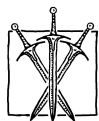
May upgrade one model to a Champion 10

Elves Special Rules:

Forest Walker, Lightning Reflexes

Special Rules:

Skirmishers, Scout, Master Archers



Forest Eagle 50 pts

1 model, may add up to 4 models 30 pts/model

M	WS	BS	S	T	W	I	A	Ld	
2	5	-	4	4	3	4	2	8	Monstrous Beast 50x50mm base

Special Rules:

Strider (Forest), Fly (9)

Options:

May take Armour Piercing (1) 5 / model
 May take Lightning Reflexes 5 / model



Briar Maidens 105 pts

5 models, may add up to 5 models 21 pts/model

	M	WS	BS	S	T	W	I	A	Ld	
Rider	5	4	5	3	3	1	5	1	9	
Elven Deer	9	3	-	4	3	1	4	1	3	Cavalry 25x50mm base

Weapons:

Poisoned Thorn:

This is a Shooting Weapon with the following profile: Range 12", Strength 3, Quick to Fire, Armour Piercing (1), Poisoned Attacks

Armour:

Mount's Protection (6+)

Elves Special Rules:

Forest Walker (Rider only),
Lightning Reflexes (Rider only)

Special Rules:

Light Troops, Ward Save (4+),
Poisoned Attacks (Rider only)

Options:

May upgrade one model to each of the following:

Champion	60
Musician	10
Standard Bearer	10
- may take a Magical Standard	up to 50

Magic:

Wizard Conclave: Luminous Bolts (Path of White Magic), Curse of the Wild Wood (Path of Wilderness).



Treefather 215 pts (The Rarest of Spirits)

single model

	M	WS	BS	S	T	W	I	A	Ld	
	5	5	5	6	6	5	2	5	8	Monster 75x50mm base

Armour:

Innate Defence (3+)

Sylvan Special Rules:

Forest Walker, Otherworldly

Special Rules:

Crush Attack, Stubborn, Flammable

Options:

May take the Bound Spell Tree Singing	15
May take Impaling Roots	20

Quick Reference Sheet

L - Lords, H - Heroes, C - Core, S - Special, R - Rare, M - Mounts only

	<u>CHARACTERS</u>	M	WS	BS	S	T	W	I	A	Ld
L	Forest Prince	5	7	7	4	3	3	8	4	10
	High Druid	5	4	4	3	3	3	5	1	9
	Treefather Ancient	5	4	4	5	6	6	2	3	9
	Avatar of Nature	5	6	5	7	6	6	3	6	9
H	Chieftain	5	6	6	4	3	2	7	3	9
	Druid	5	4	4	3	3	2	5	1	8
	Dryad Matriarch	5	6	6	4	4	2	7	3	9
	Thicket Shepherd	5	5	4	5	5	4	4	4	9

INFANTRY

C	Forest Guard	5	5	4	3	3	1	5	1	8
	Sylvan Archer	5	4	4	3	3	1	5	1	8
	Dryad	5	4	4	4	4	1	5	2	8
S	Blade Dancer	5	6	4	4	3	1	5	1	8
	Forest Ranger	5	5	4	3	3	1	5	2	9
R	Sylvan Sentinel	5	4	4	3	3	1	5	1	8
	Pathfinder	5	5	5	3	3	1	5	1	8

MONSTROUS INFANTRY

S	Thicket Beast	5	4	4	4	5	3	3	3	8
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	<u>WAR BEASTS</u>	M	WS	BS	S	T	W	I	A	Ld
M	Elven Horse	9	3	-	3	3	1	4	1	3
	Great Elk	8	4	-	4	5	1	4	2	5
	Unicorn	10	5	-	4	4	1	5	2	8

MONSTROUS BEASTS

R	Forest Eagle	2	5	-	4	4	3	4	2	8
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CAVALRY

C	Heath Rider	5	4	4	3	3	1	5	1	8
	- Elven Horse	9	3	-	3	3	1	4	1	3
S	Wild Huntsman	5	5	4	4	3	1	5	1	9
	- Elven Deer	9	3	-	4	3	1	4	1	3
R	Briar Maiden	5	4	5	3	3	1	5	1	9
	- Elven Deer	9	3	-	4	3	1	4	1	3

MONSTROUS CAVALRY

S	Kestrel Knight	5	5	4	4	3	1	5	1	9
	- Kestrel	2	5	-	4	4	2	4	2	5

MONSTERS

R	Treefather	5	5	5	6	6	5	2	5	8
M	Dragon	6	5	1	6	6	6	3	5	9

	<u>SPECIAL SHOOTING WEAPON</u>	Range	S	Multiple Shots	Multiple Wounds	Armour Piercing
	Treefather	Impaling Roots	12	4(5)	D6+2	-
	Briar Maiden	Poisoned Thorn	12	3	-	1

FEY ARROWS

Sylvan Archers	Black Arrow	Strength 4 on Short Range, Armour Piercing (1) on Long Range
Sylvan Sentinels	Hawthorn Point	Poisoned Attacks
Master Archers	Truemark Arrow	Ignore to-hit modifiers from Cover, Skirmishers and Long Range
Master Archers	Starlight Shaft	Magical Attacks, Flaming Attacks, Divine Attacks
Master Archers	Perforating Tip	Armour Piercing (3)
Master Archers	Jewelweed Shot	Multiple Shots (2)

Changelog:

v1.1.0

- Entwined Roots Upgrade: max. 6 models