

1780 - Characters	
675 - Forest Prince	Dragon, Great Weapon, Lucky Charm • Lucky Charm: One use only. May be activated when the bearer's model fails an Armour Save. This failed Armour Save may be rerolled.
0 - Dragon *Mount	
425 - Druid	Wizard Master, Druidism, Crystal Ball • Crystal Ball: The firsts Dispelling Attempt in each enemy Magic Phase gains a +2 Dispelling Modifier, provided the bearer is on the Battlefield. When using a single Magic Dice for this Dispelling Attempt, a natural roll of '1' or '2' on the Magic Dice is always a failed Dispelling Attempt, regardless of any modifiers.
370 - Chieftain	Eagle King, Shield, Light Armour (Death Cheater), Elven Cloak, Lance • Death Cheater: The wearer gains +1 Armour and Fortitude (4+).
0 - Eagle King *Mount	
310 - Chieftain	Battle Standard Bearer, Spear (Hunter's Honour), Blade Dancer • 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. • Blade Dancer: The model gains Aegis (6+), Dances of Cenyrn (see Blade Dancer unit), and Fearless. The model'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 Weapons nor benefit from Armour (neither mundane nor enchanted).
1127 - Core	
499 - 22 Sylvan Archers	Standard Bearer (Banner of the Relentless Company), Musician, Champion • Banner of the Relentless Company: One use only. May be activated during the owner's Movement Phase. All Infantry models in the bearer's unit always have March Rate 15" with the following restrictions: Characters cannot voluntarily leave the bearer's unit. The bearer's unit cannot perform any Shooting Attacks. Only a single Banner of the Relentless Company may be activated during the same phase. The effects last until the end of the Player Turn.
268 - 21 Forest Guard	Spear and Shield, Standard Bearer, Musician, Champion
200 - 5 Heath Riders	Heath Hunters
160 - 8 Dryads	Scoring, Champion
877 - Special	
507 - 14 Blade Dancers	Standard Bearer (Banner of Speed), Musician, Champion • Banner of Speed: A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.
275 - 3 Kestrel Knights	Skirmisher and Sylvan Longbow (3+)
95 - Forest Eagles	
915 - Unseen Arrows	
335 - 10 Sylvan Sentinels	
190 - 5 Briar Maidens	
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