



# SYLVAN ELVES

## UNIVERSAL - 135 POINTS



135 pts (7.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)  
**Characters** **Core** **Special** **Unseen Arrows**  
 (40 Max) (25 Least) (0 NoLimit) (30 Max)

### Characters



**DRUIDE #1**  
 Druid - Standard - Infantry - 20x20

**135 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	Agj
<b>Druid</b>	1	4	3	0	5

Lightning Reflexes, Hand Weapon

### Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<b>Forest Embrace</b>				
Mf	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'.]

### Model Rules

**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.

**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

**Lightning Reflexes:**

**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.

Druide #1

