



SYLVAN ELVES


TEST - 4 375 POINTS



765 pts (17.00 %) 1026 pts (23.00 %) 674 pts (15.00 %) 1910 pts (44.00 %) 0 pts (0.00 %) 0 pts (0.00 %)


Special **Rare** **Heroes** **Core** **Lords** **Mount**
 (50 Max) (25 Max) (50 Max) (25 Least) (50 Max) (0 NoLimit)

Heroes




CHIEFTAIN #1
Chieftain - Standard - Infantry - 20x20

106 POINTS




Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chieftain	5	6	6	4	3	2	7	3	9	Infantry
Bonus Pathfinder	-	-	+1	-	-	-	-	-	-	
Model Rules	Forest Walker • Lightning Reflexes									
Model Rules (Bonus Pathfinder)	Scout • Scout • Master Archer • Master Archer • Multiple Shots (Attacks on profile) • Multiple Shots (Attacks on profile)									
Options	Pathfinder • Light Armour • Shield • Elven Cloak • Hawthorn Point									




CHIEFTAIN #2
Chieftain - Standard - Infantry - 20x20

113 POINTS




Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chieftain	5	6	6	4	3	2	7	3	9	Infantry
Model Rules	Forest Walker • Lightning Reflexes									
Options	Light Armour • Shield • Elven Cloak • Bow of Wyscan									




DRUID #2
Druid - Standard - Infantry - 20x20

105 POINTS




Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Druid	5	4	4	3	3	2	5	1	8	Infantry
Model Rules	Forest Walker • Lightning Reflexes									
Options	Dispel Scroll									
Magic	Level 1 Wizard Apprentice . Generate spells from Path of Black Magic, White Magic or any of the Battle Magic Paths.									



DRUID #1
Druid - Standard - Infantry - 20x20

135 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Druid	5	4	4	3	3	2	5	1	8	Infantry
Model Rules	Forest Walker • Lightning Reflexes									
Options	Level 2 (Wizard Apprentice) • Ring of Fire • Tome of Arcane Lore (Heroes)									
Magic	Level 1 Wizard Apprentice . Generate spells from Path of Black Magic, White Magic or any of the Battle Magic Paths.									



DRYAD MATRIARCH #1
Dryad Matriarch - Standard - Infantry - 20x20

60 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Dryad Matriarch	5	6	6	4	4	2	7	3	9	Infantry
Model Rules	Hatred • Otherworldly • Forest Walker									

Options	Oaken Crown - General only
Magic	Level 1 Wizard Apprentice . Generate spells from Path of Nature or Wilderness.



THICKET SHEPHERD #1
Thicket Shepherd - Standard - Infantry - 20x20

155 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Thicket Shepherd	5	5	4	5	5	4	4	4	9	Monstrous Infantry
Model Rules	Innate Defence (4+) • Armour Piercing (1) • Emboldening Boughs • Otherworldly • Forest Walker • Flammable									

Options	Entangling Vines
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Core



DRYADS #1
Dryads x8 - Standard - Infantry - 20x20

670 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Dryads	5	4	4	4	4	1	5	2	8	Infantry
Model Rules	Hatred (if joined by a Dryad Matriarch) • Otherworldly • Forest Walker									

Options	Options: pts May Skirmish (max 15 models)
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HEATH RIDERS #1
Heath Riders x5 - Standard - Infantry - 20x20

470 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	5	4	4	3	3	1	5	1	8	Cavalry
Elven Horse	9	3	-	3	3	1	4	1	3	
Model Rules	Forest Walker (Rider only) • Lightning Reflexes (Rider only) • Fast Cavalry • Light Lance • Mount's Protection (6+) • Light Armour • Longbow									

Options	Standard Bearer • exchange Fast Cavalry for Elven Cloak • May exchange Longbow for Shield
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HEATH RIDERS #2
Heath Riders x5 - Standard - Infantry - 20x20

470 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	5	4	4	3	3	1	5	1	8	Cavalry
Elven Horse	9	3	-	3	3	1	4	1	3	
Model Rules	Forest Walker (Rider only) • Lightning Reflexes (Rider only) • Fast Cavalry • Light Lance • Mount's Protection (6+) • Light Armour • Longbow									

Options	Standard Bearer • exchange Fast Cavalry for Elven Cloak
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SYLVAN ARCHERS #1
Sylvan Archers **x10** - Standard - Infantry - 20x20

150 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Sylvan Archers	5	4	4	3	3	1	5	1	8	Infantry
Model Rules	Forest Walker • Lightning Reflexes • Longbow									

Options	May take Black Arrows (050 Choice) • Musician • Standard Bearer
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SYLVAN ARCHERS #2
Sylvan Archers **x10** - Standard - Infantry - 20x20

150 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Sylvan Archers	5	4	4	3	3	1	5	1	8	Infantry
Model Rules	Forest Walker • Lightning Reflexes • Longbow									

Options	May take Black Arrows (050 Choice) • Musician • Standard Bearer
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Special



BLADE DANCERS #1
Blade Dancers **x7** - Standard - Infantry - 20x20

105 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Blade Dancers	5	6	4	4	3	1	5	2	8	Infantry
Model Rules	Magic Resistance (1) • Immune to Psychology • Skirmishers • Forest Walker • Lightning Reflexes • Ward Save (6+) • Dances of Cenyrn • Sylvan Blades									



BLADE DANCERS #2
Blade Dancers **x7** - Standard - Infantry - 20x20

105 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Blade Dancers	5	6	4	4	3	1	5	2	8	Infantry
Model Rules	Magic Resistance (1) • Immune to Psychology • Skirmishers • Forest Walker • Lightning Reflexes • Ward Save (6+) • Dances of Cenyrn • Sylvan Blades									



THICKET BEASTS #1
Thicket Beasts **x6** - Standard - Infantry - 20x20

555 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Thicket Beasts	5	4	4	4	5	3	3	3	8	Monstrous Infantry
Champion	5	5	5	4	5	3	3	4	8	Monstrous Infantry
Model Rules	Otherworldly, • Bodyguard (Thicket Shepherd) • Forest Walker • Flammable • Armour Piercing (1) • Emboldening Boughs • Innate Defence (4+)									

Options	Champion • Musician • Standard Bearer • (Entwined Roots)
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Rare



FOREST EAGLE #1
Forest Eagle - Standard - Infantry - 20x20

50 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Forest Eagle	2	5	-	4	4	3	4	2	8	Monstrous Beast
Model Rules	Strider (Forest) • Fly (9)									



FOREST EAGLE #2
Forest Eagle - Standard - Infantry - 20x20

50 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Forest Eagle	2	5	-	4	4	3	4	2	8	Monstrous Beast
Model Rules	Strider (Forest) • Fly (9)									



SYLVAN SENTINELS #2
Sylvan Sentinels x9 - Standard - Infantry - 20x20

351 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Sylvan Sentinels	5	4	4	3	3	1	5	1	8	Infantry
Model Rules	Skirmishers • Forest Walker • Lightning Reflexes • Longbow									

Options	May take Hawthorn Points
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SYLVAN SENTINELS #1
Sylvan Sentinels x9 - Standard - Infantry - 20x20

360 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Sylvan Sentinels	5	4	4	3	3	1	5	1	8	Infantry
Model Rules	Skirmishers • Forest Walker • Lightning Reflexes • Longbow									

Options	A single unit may take Scout special rule • May take Hawthorn Points
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TREEFATHER #1
Treefather - Standard - Infantry - 20x20

215 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Treefather	5	5	5	6	6	5	2	5	8	Monster
Model Rules	Otherworldly • Stubborn • Forest Walker • Flammable • Crush Attack • Innate defence (3+)									

Magics

Magic items

Bow of Wyscan:

Dispel Scroll:

Ring of Fire:

Tome of Arcane Lore (Heroes):

Model Rules

Armour Piercing (1):

Bodyguard (Thicket Shepherd):

Crush Attack:

Dances of Cenyrn:

Devastating Charge:

Emboldening Boughs:

Fast Cavalry:

Flammable:

Fly (9):

Forest Walker:

Forest Walker (Rider only):

Frenzy:

Hatred:

Hatred (if joined by a Dryad Matriarch):

Immune to Psychology:

Innate defence (3+):

Innate Defence (4+):

Innate Defence (4+):

Innate Defence (5+):

Light Armour:

Light Lance:

Light Troops:

Lightning Reflexes:

Lightning Reflexes (Rider only):

Longbow:

Magic Resistance (1):

Master Archer:

Mount's Protection (6+):

Multiple Shots (Attacks on profile):

Not A Leader:

Otherworldly:

Otherworldly,:

Scout:

Skirmishers:

Strider (Forest):

Stubborn:

Sylvan Blades:

Ward Save (4+):

Ward Save (6+):

Qr codes of your army

Your 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.

Blade Dancers #1	Blade Dancers #2	Chieftain #1	Chieftain #2	Druid #1	Druid #2	Dryad Matriarch #1	Dryads #1	Forest Eagle #1	Forest Eagle #2	Heath Riders #1	Heath Riders #2	Sylvan Archers #1	Sylvan Archers #2	Sylvan Sentinels #1	Sylvan Sentinels #2	Thicket Beasts #1	Thicket Shepherd #1	Treefather #1
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