



# SYLVAN ELVES

## ELF - 2 245 POINTS



0 pts (0.00 %)
910 pts (36.00 %)
1335 pts (53.00 %)
280 pts (11.00 %)  
**Characters**      **Core**      **Special**      **Unseen Arrows**  
(40 Max)      (25 Least)      (0 NoLimit)      (35 Max)

### Core

#### SYLVAN ARCHERS #1

Sylvan Archers x10 - Standard - Infantry - 20x20

## 315 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

**Options** | Champion • Musician • Standard Bearer • Banner of Deception

#### SYLVAN ARCHERS #2

Sylvan Archers x10 - Standard - Infantry - 20x20

## 315 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

**Options** | Champion • Musician • Standard Bearer • Banner of Deception

#### HEATH RIDERS #1

Heath Riders x5 - Standard - Cavalry - 25x50

## 280 POINTS

Global	Adv	Mar	Dis	Model Rules		
	9"	18"	8	Scoring, Forest Walker		
Defensive	HP	Def	Res	Arm		
	1	4	3	1		
Offensive	Att	Off	Str	Ap	Agi	
Heath Rider	1	4	3	0	5	Lightning Reflexes, Devastating Charge, Sylvan Lance
Elven Horse	1	3	3	0	4	Harnessed

**Options** | Heath Hunters • Champion • Musician • Standard Bearer

### Special



### TREEFATHER #1

Treefather - Gigantic - Infantry - 75x50

445 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Stubborn, Forest Walker, Sylvan Spirit, Tree Singing		
Defensive	HP	Def	Res	Arm		
	5	5	6	4	Aegis, Flammable	
Offensive	Att	Off	Str	Ap	Agi	
<b>Treefather</b>	5	5	6	3	2	Crush Attack, Impaling Roots



### TREEFATHER #2

Treefather - Gigantic - Infantry - 75x50

445 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Stubborn, Forest Walker, Sylvan Spirit, Tree Singing		
Defensive	HP	Def	Res	Arm		
	5	5	6	4	Aegis, Flammable	
Offensive	Att	Off	Str	Ap	Agi	
<b>Treefather</b>	5	5	6	3	2	Crush Attack, Impaling Roots



### TREEFATHER #3

Treefather - Gigantic - Infantry - 75x50

445 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Stubborn, Forest Walker, Sylvan Spirit, Tree Singing		
Defensive	HP	Def	Res	Arm		
	5	5	6	4	Aegis, Flammable	
Offensive	Att	Off	Str	Ap	Agi	
<b>Treefather</b>	5	5	6	3	2	Crush Attack, Impaling Roots

## Magics

Racial Trait Spell

	Casting	Range	Type	Duration
	<b>H Forest Embrace</b>			
<i>Mf</i>	(4+) {7+}	18"	Translation missing: en.magic_spell.type_target.Augment	One Turn
<p><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></p>				

## Magic banners

**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).

## Model Rules

Aegis:

### Crush Attack:

#### 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.

### Flammable:

**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.

**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.

#### Impaling Roots: Shooting Weapon

Range 12", Shots D6+1, Str 4, AP 1, March and Shoot, Quick to Fire, ignores to-hit modifiers from Cover. If its target is in contact with a Forest, the Strength is set to 5 and Armour Penetration to 2.

#### Light Armour: Armor +1

#### 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.

**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.

**Stubborn:** A unit with at least one model with Stubborn ignores any Combat Score penalties to its Discipline when taking Break Tests or Combat Reform Discipline Tests.

#### 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.

**Sylvan Spirit:** The model gains **Fearless** and **Magical Attacks**. Models with Sylvan Spirit can only join or be joined by models with Sylvan Spirit.

**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.

## 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.

Treefather #1



Treefather #2



Treefather #3



Sylvan Archers #1



Sylvan Archers #2



Heath Riders #1

