



SYLVAN ELVES

L'ORBE EMERAUDE - 999 POINTS



0 pts (0.00 %) 235 pts (24.00 %) 145 pts (15.00 %) 293 pts (29.00 %) 326 pts (33.00 %) 50 pts (5.00 %)

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

Lords



FOREST PRINCE #1
Forest Prince - Standard - Infantry - 20x20

326 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Forest Prince	5	7	7	4	3	3	8	4	10	Infantry
Bonus Wild Hunter	-	-	-	-	-	-	-	-	-	
Great Elk	8	4	-	4	5	1	4	2	5	War Beast
Model Rules	Forest Walker • Lightning Reflexes									
Model Rules (Bonus Wild Hunter)	Devastating Charge • Frenzy • Light Troops									
Model Rules (Great Elk)	Strider (Forest) Unicorn • Mount's Protection (6+)									
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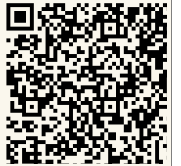
Options Wild Hunter • Shield • May take a Longbow • Starlight Shaft • Mount : Great Elk • Fleshrender • Armour of Destiny • Hail Shot

Heroes



DRUID #1
Druid - Standard - Infantry - 20x20

145 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) • May take the bound spell Tree Singing • Dispel Scroll

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

Core



SYLVAN ARCHERS #1
Sylvan Archers x19 - Standard - Infantry - 20x20

293 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Sylvan Archers	5	4	4	3	3	1	5	1	8	Infantry
Champion	5	5	5	3	3	1	5	2	8	Infantry
Model Rules	Forest Walker • Lightning Reflexes • Longbow									

Options May take Black Arrows (050 Choice) • Champion • Musician • Standard Bearer • Banner of Discipline

Rare



TREEFATHER #1
Treefather - Standard - Infantry - 20x20

235 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+)									

Options	May take Impaling Roots
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Magics

Magic items

Dispel Scroll:
 Armour of Destiny:
 Fleshrender:
 Hail Shot:

Magic banners

Banner of Discipline:

Model Rules

Crush Attack:
 Dances of Cenyrn:
 Devastating Charge:
 Flammable:
 Forest Walker:
 Frenzy:
 Immune to Psychology:
 Innate defence (3+):
 Innate Defence (5+):
 Light Troops:
 Lightning Reflexes:
 Longbow:
 Master Archer:
 Multiple Shots (Attacks on profile):
 Not A Leader:
 Otherworldly:
 Scout:
 Stubborn:
 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.

Druid #1



Forest Prince #1



Sylvan Archers #1



Treefather #1

