




# SYLVAN ELVES

## TEST - 210 POINTS



210 pts (5.00 %)   0 pts (0.00 %)   0 pts (0.00 %)   0 pts (0.00 %)  
**Characters**   **Core**   **Special**   **Unseen Arrows**  
 (40 Max)   (25 Least)   (0 NoLimit)   (35 Max)


### Characters



**FOREST GENERAL**

Forest Prince - Standard - Infantry - 20x20

**210 POINTS**



| Global   | Adv | Mar | Dis | Model Rules   |     |  |
|--|-----|-----|-----|---------------|-----|--|
|  | 5"  | 10" | 9   | Forest Walker |     |  |
| Defensive  | HP  | Def | Res | Arm           |     |  |
|  | 3   | 7   | 3   | 0             |     |  |
| Offensive  | Att | Off | Str | Ap            | Agi |  |
| <b>Forest Prince</b>                             | 4   | 7   | 4   | 2             | 9   |  |
| <b>Accurate, Hand Weapon, Lightning Reflexes</b> |     |     |     |               |     |  |

### Magics

Racial Trait Spell

|  | Casting      | Range | Type   | Duration |
|--|--------------|-------|--|----------|
| <b>H Forest Embrace</b>  |              |       |  |          |
| <i>Mf</i>  | (4+)<br>{7+} | 18"   | Translation missing:<br>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).<br>This Forest always extends to the edges of the target's Unit Boundary (even if the unit moves or changes formation).<br>{Enemy units in base contact with the target must reroll natural to-hit rolls of '6'.} |              |       |  |          |

### Model Rules

**Accurate:**

**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:** 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.

### 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.

Forest General



