



SYLVAN ELVES

LOI - 220 POINTS



0 pts (0.00 %) 220 pts (5.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)

Characters **Core** **Special** **Unseen Arrows** **Sylvan Beasts** **Sylvan Bows**

(40 Max) (25 Least) (0 NoLimit) (30 Max) (1 MaxUnit) (10 MaxUnit)

Core



SYLVAN ARCHERS #1
Sylvan Archers x10 - Standard - Infantry - 20x20

220 POINTS



Global	Cha	Mob	Cou	Model Rules		
	"	"		Strider (Forest), Forest Dweller		
Defensive	HP	Def	Res	Arm		
	1	4	3	0	Elven Cloak	
Offensive	Att	Off	Str	Ap	Agi	
Sylvan Archer	1	4	3	0	5	Sylvan Longbow (3+), Elf

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
H Forest Embrace				
Mf	6+	24"	Translation missing: en.magic_spell.type_target.Augment	One Turn
Place a Forest* underneath the target. This Forest always extends to the edges of the target's Unit Boundary (even if the unit moves or changes formation).				
* You may place a marker next to the unit instead				
Note: The target gains Soft Cover and activates the effects of Elven Cloak and Forest Dweller, if it has it. Enemy units in contact are considered in contact with a Forest (e.g. suffer from Disruptive and may need to take Dangerous Terrain Tests).				

Model Rules

Elf:

Elven Cloak: Armour Equipment
When combined with Light Armour, the wearer gains +1 Armour.

Forest Dweller: While the model's unit is within 3" of Forest Terrain, the model gains Stubborn. If the model's unit already contains Stubborn, the unit is considered Steady when rolling Break Tests.

Strider: The model automatically passes Dangerous Terrain Tests taken due to Terrain.
If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain.
Sometimes Strider is linked to a specific type of Terrain, stated in brackets.
In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

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.

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.

Sylvan Archers #1

