



# SYLVAN ELVES


## LIST SYLVAN ELVES - V1 #11 - 3 898 POINTS



1391 pts (36.00 %) 484 pts (12.00 %) 595 pts (15.00 %) 1428 pts (37.00 %) 0 pts (0.00 %) 0 pts (0.00 %)

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


### Heroes



**DRUID #2**


Druid - Standard - Infantry - 20x20

**130 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Druid	5	4	4	3	3	2	5	1	8	Infantry
<b>Model Rules</b>	Forest Walker • Lightning Reflexes									


<b>Options</b>	Level 2 (Wizard Apprentice) • Dispel Scroll
<b>Magic</b>	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

**145 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Druid	5	4	4	3	3	2	5	1	8	Infantry
<b>Model Rules</b>	Forest Walker • Lightning Reflexes									


<b>Options</b>	Level 2 (Wizard Apprentice) • Bow of Wyscan • Tome of Arcane Lore (Heroes)
<b>Magic</b>	Level 1 Wizard Apprentice . Generate spells from Path of Black Magic, White Magic or any of the Battle Magic Paths.



**THICKET SHEPHERD #1**


Thicket Shepherd - Standard - Infantry - 20x20

**135 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
<b>Model Rules</b>	Innate Defence (4+) • Armour Piercing (1) • Emboldening Boughs • Otherworldly • Forest Walker • Flammable									


<b>Options</b>	Oaken Crown - General only
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**THICKET SHEPHERD - BSB**

Thicket Shepherd - BSB - Standard - Infantry - 20x20

**185 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
<b>Model Rules</b>	Otherworldly • Forest Walker • Flammable • Innate Defence (4+) • Armour Piercing (1) • Emboldening Boughs									

<b>Options</b>	Entwined Roots • Amryl's Banner
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### Core



**HEATH RIDERS #1**  
Heath Riders **x5** - *Standard - Infantry - 20x20*

**480 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	
<b>Model Rules</b>	Forest Walker (Rider only) • Lightning Reflexes (Rider only) • Fast Cavalry • Light Lance • Mount's Protection (6+) • Light Armour • Longbow									

<b>Options</b>	Musician • 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*

**480 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	
<b>Model Rules</b>	Forest Walker (Rider only) • Lightning Reflexes (Rider only) • Fast Cavalry • Light Lance • Mount's Protection (6+) • Light Armour • Longbow									

<b>Options</b>	Musician • Standard Bearer • exchange Fast Cavalry for Elven Cloak • May exchange Longbow for Shield
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**SYLVAN ARCHERS #1**  
Sylvan Archers **x10** - *Standard - Infantry - 20x20*

**140 POINTS**



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

<b>Options</b>	May take Black Arrows (050 Choice) • Musician
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**SYLVAN ARCHERS #2**  
Sylvan Archers **x12** - *Standard - Infantry - 20x20*

**164 POINTS**



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

<b>Options</b>	May take Black Arrows (050 Choice) • Musician
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**SYLVAN ARCHERS #3**  
Sylvan Archers **x12** - *Standard - Infantry - 20x20*

**164 POINTS**



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

<b>Options</b>	May take Black Arrows (050 Choice) • Musician
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Special



**KESTREL KNIGHTS #1**  
Kestrel Knights **x3** - *Standard* - *Infantry* - 20x20

**393** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	5	5	4	4	3	1	5	1	9	Monstrous Cavalry
Kestrel	2	5	-	4	4	3	4	2	5	
<b>Model Rules</b>	Fast Cavalry • Fly (9) • Forest Walker (Rider only) • Lightning Reflexes (Rider only) • Sylvan Lance • Mount's Protection (6+) • Longbow									
<b>Model Rules (Rider)</b>	Devastating Charge									
<b>Model Rules (Kestrel)</b>	Armour Piercing (1)									

<b>Options</b>	May exchange Longbow for Shield • Light Armour • Skirmishers (max 3 models)
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**KESTREL KNIGHTS #2**  
Kestrel Knights **x3** - *Standard* - *Infantry* - 20x20

**393** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	5	5	4	4	3	1	5	1	9	Monstrous Cavalry
Kestrel	2	5	-	4	4	3	4	2	5	
<b>Model Rules</b>	Fast Cavalry • Fly (9) • Forest Walker (Rider only) • Lightning Reflexes (Rider only) • Sylvan Lance • Mount's Protection (6+) • Longbow									
<b>Model Rules (Rider)</b>	Devastating Charge									
<b>Model Rules (Kestrel)</b>	Armour Piercing (1)									

<b>Options</b>	May exchange Longbow for Shield • Light Armour • Skirmishers (max 3 models)
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**THICKET BEASTS #1**  
Thicket Beasts **x7** - *Standard* - *Infantry* - 20x20

**605** 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
<b>Model Rules</b>	Otherworldly, • Bodyguard (Thicket Shepherd) • Forest Walker • Flammable • Armour Piercing (1) • Emboldening Boughs • Innate Defence (4+)									

<b>Options</b>	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
<b>Model Rules</b>	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
<b>Model Rules</b>	Strider (Forest) • Fly (9)									



**PATHFINDERS #1**  
Pathfinders **x9** - Standard - Infantry - 20x20

**192 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Pathfinders	5	5	5	3	3	1	5	1	8	Infantry
<b>Model Rules</b>	Skirmisher • Forest Walker • Lightning Reflexes • Scout • Master Archer • Sylvan Blades • Longbow									



**PATHFINDERS #2**  
Pathfinders **x9** - Standard - Infantry - 20x20

**192 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Pathfinders	5	5	5	3	3	1	5	1	8	Infantry
<b>Model Rules</b>	Skirmisher • Forest Walker • Lightning Reflexes • Scout • Master Archer • Sylvan Blades • Longbow									

### Magics

#### Magic items

Dispel Scroll:

Bow of Wyscan:

Tome of Arcane Lore (Heroes):

#### Magic banners

Amryl's Banner:

#### Model Rules

Armour Piercing (1):

Bodyguard (Thicket Shepherd):

Devastating Charge:

Emboldening Boughs:

Fast Cavalry:

Flammable:

Fly (9):

Forest Walker:

Forest Walker (Rider only):

Innate Defence (4+):

Innate Defence (4+):

Light Armour:

Light Lance:

Lightning Reflexes:

Lightning Reflexes (Rider only):

Longbow:

Master Archer:

Mount's Protection (6+):

Otherworldly:

Otherworldly,:

Scout:

Skirmisher:

Strider (Forest):

Sylvan Blades:

Sylvan Lance:

### 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 #2	Druid #1	Forest Eagle #1	Forest Eagle #2	Heath Riders #1	Heath Riders #2	Kestrel Knights #1	Kestrel Knights #2	Pathfinder #1	Pathfinder #2	Sylvan Archers #1	Sylvan Archers #2	Sylvan Archers #3	Thicket Beasts #1	Thicket Shepherd #1	Thicket Shepherd - BSB