




SYLVAN ELVES

KILLER - 4 496 POINTS




1345 pts (30.00 %) 1736 pts (39.00 %) 350 pts (8.00 %) 1065 pts (24.00 %)
Characters **Core** **Special** **Unseen Arrows**
 (40 Max) (25 Least) (0 NoLimit) (35 Max)

Characters




DRYAD ANCIENT #1
 Dryad Ancient - Standard - Infantry - 25x25

125 POINTS




Global	Adv	Mar	Dis	Model Rules	
	5"	10"	9	Forest Walker, Sylvan Spirit, Tree Singing	
Defensive	HP	Def	Res	Arm	
	3	6	4	0	Aegis
Offensive	Att	Off	Str	Ap	Agi
Dryad Ancient	3	6	4	1	7
Hatred, Hand Weapon					

Options	General • Divination • Wizard Apprentice
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DRYAD ANCIENT #1
 Dryad Ancient - Standard - Infantry - 25x25

280 POINTS




Global	Adv	Mar	Dis	Model Rules	
	5"	10"	9	Forest Walker, Sylvan Spirit, Tree Singing	
Defensive	HP	Def	Res	Arm	
	3	6	4	0	Aegis
Offensive	Att	Off	Str	Ap	Agi
Dryad Ancient	3	6	4	1	7
Hatred, Hand Weapon					

Options	Divination • Wizard Adept • Scarred Bark
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DRYAD ANCIENT #3
 Dryad Ancient - Standard - Infantry - 25x25

280 POINTS




Global	Adv	Mar	Dis	Model Rules	
	5"	10"	9	Forest Walker, Sylvan Spirit, Tree Singing	
Defensive	HP	Def	Res	Arm	
	3	6	4	0	Aegis
Offensive	Att	Off	Str	Ap	Agi
Dryad Ancient	3	6	4	1	7
Hatred, Hand Weapon					

Options	Divination • Wizard Adept • Toxic Spores
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CHIEFTAIN #1
 Chieftain - Standard - Infantry - 20x20

320 POINTS




Global	Adv	Mar	Dis	Model Rules	
	5"	10"	9	Forest Walker	
Defensive	HP	Def	Res	Arm	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	6	3	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Chieftain	3	6	4	1	7


Lightning Reflexes, Lightning Reflexes, Hand Weapon

Options Battle Standard Bearer • Sylvan Longbow (1+) • Sylvan Blades • Blade Dancer • Aether Icon x1 • Potion of Strength • Titanic Might



CHIEFTAIN #2
Chieftain - Standard - Infantry - 20x20

340 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	9	Forest Walker	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	6	3	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Chieftain	3	6	4	1	7

Lightning Reflexes, Lightning Reflexes, Hand Weapon


Options Elven Cloak • Shield • Light Armour • Shapeshifter • Dragon Staff • Dragonfire Gem • Shielding Bark • Willow's Ward

Core




DRYADS #1
Dryads x26 - Standard - Infantry - 25x25

438 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	8	Forest Walker, Sylvan Spirit	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	0	Aegis
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Dryad	2	4	4	1	5

OptionsScoring




DRYADS #1
Dryads x26 - Standard - Infantry - 25x25

438 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	8	Forest Walker, Sylvan Spirit	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	0	Aegis
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Dryad	2	4	4	1	5

OptionsScoring





DRYADS #1
Dryads x26 - Standard - Infantry - 25x25

438 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	8	Forest Walker, Sylvan Spirit	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	0	Aegis
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Dryad	2	4	4	1	5



Options	Scoring
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	DRYADS #1 Dryads x25 - Standard - Infantry - 25x25	422 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	8	Forest Walker, Sylvan Spirit	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	0	Aegis
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Dryad	2	4	4	1	5

Options	Scoring
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Special

	BLADE DANCERS #1 Blade Dancers x7 - Standard - Infantry - 20x20	255 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	8	Fearless, Light Troops, Forest Walker, Dances of Cenyrn	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	6	3	0	Aegis, Hard Target, Magic Resistance
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Blade Dancer	1	5	4	1	6

Options	Standard Bearer • Banner of Silent Mist
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	FOREST EAGLES #1 Forest Eagles - Large - Beast - 50x50	95 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	2"	4"	8	Fly, Light Troops, Strider	
	9"	18"			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	5	4	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Forest Eagle	2	5	4	1	4

Unseen Arrows

	SYLVAN GIANT #1 Sylvan Giant - Gigantic - Infantry - 50x75	355 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	8	Giant See, Giant Do	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	7	3	5	1	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Sylvan Giant	5	3	5	2	3

Options	Big Brother • Bone Break Dancer and Sylvan Blades
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SYLVAN GIANT #1
Sylvan Giant - Gigantic - Infantry - 50x75

355 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	8	Giant See, Giant Do	
Defensive	HP	Def	Res	Arm	
	7	3	5	1	
Offensive	Att	Off	Str	Ap	Agi
Sylvan Giant	5	3	5	2	3

Options	Big Brother • Bone Break Dancer and Sylvan Blades
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SYLVAN GIANT #1
Sylvan Giant - Gigantic - Infantry - 50x75

355 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	8	Giant See, Giant Do	
Defensive	HP	Def	Res	Arm	
	7	3	5	1	
Offensive	Att	Off	Str	Ap	Agi
Sylvan Giant	5	3	5	2	3

Options	Big Brother • Bone Break Dancer and Sylvan Blades
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
H Forest Embrace				
Mf	(4+) {7+}	18"	Translation missing: 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). 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'}				



Divination

The Conclave: Spells from Divination gain +3" range up to a maximum of +9" for each additional friendly Wizard within 12" of the Caster.
This bonus can never increase the combined modifier beyond +9", however other sources may.

		Casting	Range	Type	Duration	Effect
5	Unerring Strike	<7+> {10+}	18"	Hex Missile Damage	Instant	The target suffers <2D6> {3D6} hits that wound on 4+ with Armour Penetration 1, Divine Attacks and Magical Attacks .
3	Scrying	<7+> {12+}	<18"> {6"Aura}	Augment	One Turn	The target gains Distracting and Hard Target.
4	The Stars Align	<8+> {12+}	<18"> {6"Aura}	Augment	One Turn	The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat <and Shooting> Attacks.
6	Portent of Doom	8+	24"	Hex	Permanent	When calculating Combat Score, a side with units containing at least one model affected by the spell suffers -X to its Combat Score (for each affected unit and instance of the spell), where X is equal to the number of Characters in the unit, increased by 1 if the unit contains any R&F models. A Character leaving a unit that was the target of the spell no longer is affected by the spell, unless the Character was a single model unit that was the initial target of the spell.
A	Guiding Light		12"	Augment	One Turn	Discipline Tests of units with all models affected by the spell are subject to Minimised Roll. A unit cannot be affected by this spell more than once per Magic Phase.
1	Know Thy Enemy	<7+> {12+}	<18"> {6"Aura}	Augment	One Turn	The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
2	Fate's Judgement	<5+> {9+}	18"	Hex Missile Damage	Instant	The target suffers <1D3> {1D6} hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).

Magic items

Potion of Strength: One use only. May be activated at the start of any Round of Combat. Until the end of the Player Turn the bearer gains Crush Attack.

Titanic Might: Attacks made with this weapon gain +3 Strength and become Magical Attacks.

Dragon Staff: The bearer gains Breath Attack (Str 3, AP 0, Flaming Attacks).

Dragonfire Gem: The bearer gains Aegis (2+, against Flaming Attacks). The bearer automatically fails all Fortitude Saves.

Shielding Bark: The wearer gains +1 Armour, **Aegis (5+)**, **Fearless**, **Flammable**, and **Magical Attacks**.

Willow's Ward: While using this Shield, the bearer cannot use Parry, gains +1 Armour, and Impact Hits distributed onto the bearer suffer -2 Armour Penetration.

Magic banners

Banner of Silent Mist: The bearer's unit gains Soft Cover. Enemy units within 3" of the bearer's unit may not gain any benefit from a Musician.

Aether Icon: The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

Model Rules

Aegis:

Dances of Cenyrn: At the start of each Round of Combat, units consisting entirely of models with this rule **must** choose one of the dances listed below and apply its effects until the end of the Round of Combat. The unit cannot choose this dance again until after one of the following has happened: • The unit is no longer Engaged in Combat. • The unit has chosen a different dance.

Fearless: If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

Fly: The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers move, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

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.

Giant See, Giant Do: Universal Rule.

The model gains Feigned Flight, Light Troops, and Strider (Forest).

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

Hard Target:

Hatred: During the first Round of Combat, failed to-hit rolls from attacks with Hatred must be rerolled.

Light Troops: Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

Lightning Reflexes:

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.

Magic Resistance:

Rage: Attack Attribute - Close Combat.

Whenever the model loses a Health Point, it gains +1 Attack Value. Whenever it gains a Health Point, it suffers -1 Attack Value.

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 Blades: Close Combat Weapon
 Paired Weapons. Attacks made with Sylvan Blades gain +1 Armour Penetration.

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

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.

Dryads #1	Dryads #1	Dryads #1	Dryads #1	Sylvan Giant #1	Sylvan Giant #1	Sylvan Giant #1	Dryad Ancient #1	Dryad Ancient #1	Dryad Ancient #3	Blade Dancers #1	Chieftain #1	Chieftain #2	Forest Eagles #1
