



# SYLVAN ELVES

## FASZEMBEREK - 4 498 POINTS



1355 pts (30.00 %) 1234 pts (27.00 %) 1909 pts (42.00 %) 420 pts (9.00 %)

**Characters**      **Core**      **Special**      **Unseen Arrows**  
 (40 Max)      (25 Least)      (0 NoLimit)      (35 Max)

### Characters

	<b>THICKET SHEPHERD #1</b> Thicket Shepherd - Large - Infantry - 40x40	<b>290 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>				<i>Model Rules</i>
	5"	10"	9				Entangling Vines, A Shepherd and its Flock, Forest Walker, Sylvan Spirit, Emboldening Boughs
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>			
	4	5	5	3	Aegis, Flammable		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>		
<b>Thicket Shepherd</b>	4	5	5	3	4	<b>Hand Weapon</b>	

<b>Options</b>	Battle Standard Bearer
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	<b>DRYAD ANCIENT #1</b> Dryad Ancient - Standard - Infantry - 25x25	<b>120 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>				<i>Model Rules</i>
	5"	10"	9				Tree Singing, Forest Walker, Sylvan Spirit
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>			
	3	6	4	0	Aegis		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>		
<b>Dryad Ancient</b>	3	6	4	1	7	<b>Hand Weapon, Hatred</b>	

<b>Options</b>	Divination • Wizard Apprentice
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	<b>DRYAD ANCIENT #1</b> Dryad Ancient - Standard - Infantry - 25x25	<b>120 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>				<i>Model Rules</i>
	5"	10"	9				Tree Singing, Forest Walker, Sylvan Spirit
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>			
	3	6	4	0	Aegis		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>		
<b>Dryad Ancient</b>	3	6	4	1	7	<b>Hand Weapon, Hatred</b>	

<b>Options</b>	Divination • Wizard Apprentice
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	<b>DRUID #1</b> Druid - Standard - Infantry - 20x20	<b>260 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>				<i>Model Rules</i>
	5"	10"	8				Wizard Apprentice, Tree Singing, Forest Walker

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	4	3	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Druid</b>	1	4	3	0	5

Hand Weapon, Lightning Reflexes


<b>Options</b>	Sylvan Blades • Shamanism • Wizard Adept • Horn of the Wild Hunt
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### CHIEFTAIN #1

Chieftain - Standard - Cavalry - 25x50


## 325 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>
<b>Chieftain</b>	3	6	4	1	7

Hand Weapon, Great Weapon, Lightning Reflexes




### MOUNT ELVEN HORSE

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	9"	18"	C		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	C	C	C	C+1	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Elven Horse</b>	1	3	3	0	4

Harnessed


<b>Options</b>	Wild Hunter • Sylvan Longbow (1+) • Great Weapon • Elven Horse and Light Troops • Drums of Cenyrn • Oaken Might
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### THICKET SHEPHERD #2

Thicket Shepherd - Large - Infantry - 40x40

## 240 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	5"	10"	9	A Shepherd and its Flock, Forest Walker, Sylvan Spirit, Emboldening Boughs


<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	5	5	3	Aegis, Flammable

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Thicket Shepherd</b>	4	5	5	3	4

Hand Weapon

<b>Options</b>	General
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## Core



### HEATH RIDERS #1

Heath Riders x10 - Standard - Cavalry - 25x50

## 420 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	9"	18"	8	Scoring, Heath Hunters, Forest Walker

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	1	Light Armour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Heath Rider</b>	1	4	3	0	5

Sylvan Lance, Lightning Reflexes, Devastating Charge

<b>Elven Horse</b>	1	3	3	0	4
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Harnessed

<b>Options</b>	Heath Hunters • Musician • Standard Bearer • Banner of Discipline
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**DRYADS #1**  
Dryads **x26** - Standard - Infantry - 25x25

**407** POINTS



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

<b>Options</b>	Scoring • Champion
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**DRYADS #1**  
Dryads **x26** - Standard - Infantry - 25x25

**407** POINTS



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

<b>Options</b>	Scoring • Champion
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**Special**



**FOREST RANGERS #1**  
Forest Rangers **x30** - Standard - Infantry - 20x20

**645** POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	9	Scoring, Fearless, Forest Walker	
Defensive	HP	Def	Res	Arm	
	1	5	3	0	Light Armour, Elven Cloak
Offensive	Att	Off	Str	Ap	Agi
<b>Forest Ranger</b>	2	5	3	1	5

<b>Options</b>	Champion • Musician • Standard Bearer • Predator Pennant
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**FOREST EAGLES #2**  
Forest Eagles - Large - Beast - 50x50

**95** POINTS



Global	Adv	Mar	Dis	Model Rules	
	2"	4"	8	Strider, Fly, Light Troops	
	9"	18"			
Defensive	HP	Def	Res	Arm	
	3	5	4	0	
Offensive	Att	Off	Str	Ap	Agi
<b>Forest Eagle</b>	2	5	4	1	4



**FOREST EAGLES #2**  
Forest Eagles - Large - Beast - 50x50

**95** POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	2"	4"	8	Strider, Fly, Light Troops	
	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



### THICKET BEASTS #1

Thicket Beasts x6 - Large - Infantry - 40x40

## 537 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	8	Scoring, Sylvan Spirit, Bodyguard, Emboldening Boughs	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	4	5	3	Aegis, Flammable
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Thicket Beast	3	4	5	2	3

Options	Champion
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### THICKET BEASTS #1

Thicket Beasts x6 - Large - Infantry - 40x40

## 537 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	8	Scoring, Sylvan Spirit, Bodyguard, Emboldening Boughs	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	4	5	3	Aegis, Flammable
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Thicket Beast	3	4	5	2	3

Options	Champion
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## Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<b>H Forest Embrace</b>				
<i>Mf</i>	(4+) {7+}	18"	Translation missing: en.magic_spell.type_target.Augment	One Turn
<p><i>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'.}</i></p>				



**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
<b>6</b>	Mirror of the Veil	(7+){10+}	(18"){6" Aura}	Hex	Permanent	The target gains Magic Resistance (3) that is also applied to friendly spells.
<b>4</b>	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.
<b>5</b>	Unerring Strike	<7+> {10+}	18"	Hex Missile Damage	Instant	The target suffers <2D6> {3D6} hits that wound on 4+ with Armour Penetration 1, <b>Divine Attacks and Magical Attacks</b> .

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>A</b>	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.
<b>2</b>	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).
<b>1</b>	Know Thy Enemy	<7+> {12+}	<18"> {6"Aura}	Augment	One Turn	The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.
<b>3</b>	Scrying	<7+> {12+}	<18"> {6"Aura}	Augment	One Turn	The target gains Distracting and Hard Target.



		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>6</b>	Break the Spirit	9+ [11+]	18" [36"]	Hex	One Turn	The target suffers a -1 to-hit modifier, and treats all Terrain (including Open Terrain) as Dangerous Terrain (2).
<b>4</b>	Chilling Howl	6+ [10+]	36"	Hex	One Turn	All units within 6" [12"] of the target when the spell is cast suffer a -1 to-wound modifier on their Shooting [Ranged] Attacks [including effects of spells cast while affected by spell effects].
<b>5</b>	Totemic Summon	9+ [12+]	96"	Ground	Instant	Summon a Totemic Beast (profile below). It must be placed within 1" [10"] of the Board Edge.  Totemic Beast (for Totemic Summon) single model Size Large Type Beast Base 40x40 mm Global Adv Mar Dis Model Rules 3D6" - 7 Fearless, Random Movement (3D6") Defensive HP Def Res Arm 3 3 5 - Offensive Att Off Str AP Agi 4 3 5 2 3 Breath Attack (Str 3, AP 0)
<b>A</b>	Scarification		Caster		One Turn	Melee Attacks against the target can never wound on better than 5+.
<b>2</b>	Swarm of Insects	5+ [8+]	24" [48"]	Hex Missile Damage	Permanent	Immediately after successfully casting this spell, the target suffers 5D6 hits with Strength 1, Armour Penetration 0, and Magical Attacks. If one or more unsaved wounds are caused, the target suffers -1 to hit with its Shooting Attacks. This spell is immediately ended when the target performs an Advance, March, Charge, Failed Charge, or Pursuit Move.
<b>1</b>	Awaken the Beast	5+ [7+]	18"	Augment	One Turn	The target gains +1 Strength and +1 Armour Penetration [+1 Resilience].
<b>3</b>	Savage Fury	5+ [8+]	12" [24"]	Universal	One Turn	The target gains Frenzy and Battle Focus.

### Magic items

**Horn of the Wild Hunt:** One use only. May be activated when a friendly unit within 8" fails a roll for Charge Range. The roll may be rerolled.

**Drums of Cenryn:** One use only. May be activated when the bearer's unit declares a Charge. The target of the Charge may only declare Hold as its Charge Reaction unless it is already Fleeing. The enemy unit may still declare Charge Reactions as normal if it is subsequently Charged by other units.

**Oaken Might:** Attacks made with this weapon gain +3 Strength.

### Magic banners

**Predator Pennant:** The bearer's unit gains **Devastating Charge (Distracting)**.

**Banner of Discipline:** The bearer's unit may reroll failed Panic Tests. If the Battle Standard Bearer or the General is part of the bearer's unit, it automatically passes Panic Tests instead.

### Model Rules

**A Shepherd and its Flock:** The model cannot join a unit that contains another model with this rule.

**Aegis:**

**Bodyguard:** When a Character is joined to a unit in which at least one model has Bodyguard, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

**Devastating Charge:** Attacks & Weapons, Melee

A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1

Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

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

**Emboldening Boughs:** A unit with more than half of its models with Emboldening Boughs gains **Stubborn** while more than half of the unit's models are inside a Forest with the centre of their bases.

**Entangling Vines:**

**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.

**Flammable:**

**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.

**Great Weapon:** Attacks made with a Great Weapon gain +2 Strength, +2 Armour Penetration and always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks

**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

**Harnessed:** Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with with at least one model part with Harnessed is considered to be mounted.

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

**Heath Hunters:** The model loses Devastating Charge (+1 Str, +1 AP) and Scoring, and gains Sylvan Longbow (3+), **Feigned Flight, Light Troops, and Vanguard.**

**Light Armour:** Armor +1

**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:** 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.

**Scoring:** Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives (see section XVI.2 "Scoring Secondary Objectives", page 67). Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon:

Scoring can be lost during the game:

- A unit that is Fleeing loses Scoring for as long as it is Fleeing.
- An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring.
- A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.

**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 Lance:** Close Combat Weapon

Light Lance. Attacks made with a Sylvan Lance 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.

**Wizard Apprentice:** - Knows 1 spell.

- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.

The Wizard selects its spells as described in Spell Selection

### 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.

Thicket Shepherd #1	Forest Rangers #1	Heath Riders #1	Forest Eagles #2	Forest Eagles #2	Dryad Ancient #1	Dryad Ancient #1	Druid #1	Chieftain #1	Thicket Shepherd #2	Thicket Beasts #1	Thicket Beasts #1	Dryads #1	Dryads #1
