



SYLVAN ELVES

PARTIE 2 45 - 4 459 POINTS



1580 pts (35.00 %) 1168 pts (26.00 %) 1365 pts (30.00 %) 516 pts (11.00 %)
Characters **Core** **Special** **Unseen Arrows**
 (40 Max) (25 Least) (0 NoLimit) (30 Max)

Characters



FOREST PRINCE #1

Forest Prince - Standard - Cavalry - 50x50

485 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
Forest Prince	4	7	4	2	9

Lightning Reflexes, Accurate, Hand Weapon



MOUNT GREAT ELK

Global	Adv	Mar	Dis	Model Rules	
	8"	16"	C	Strider	
Defensive	HP	Def	Res	Arm	
	C	C	5	C+1	
Offensive	Att	Off	Str	Ap	Agi
Great Elk	2	4	4	1	4

Harnessed

Options | Light Armour • Shield • Elven Cloak • Lance • Great Elk • General • Talisman of Shielding • Glyph of Amryl • Curse of the Black Stag



THICKET SHEPHERD #1

Thicket Shepherd - Large - Infantry - 40x40

320 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	9	Emboldening Boughs, Forest Walker, Sylvan Spirit, A Shepherd and its Flock	
Defensive	HP	Def	Res	Arm	
	4	5	5	3	
Offensive	Att	Off	Str	Ap	Agi
Thicket Shepherd	4	5	5	3	4

Hand Weapon

Options | Battle Standard Bearer



TREEFATHER ANCIENT

Treefather Ancient - Gigantic - Infantry - 75x50

775 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	9	Stubborn, Forest Walker, Tree Singing, Sylvan Spirit	
Defensive	HP	Def	Res	Arm	
	6	4	6	4	
Offensive	Att	Off	Str	Ap	Agi
Treefather Ancient	3	4	5	2	2

Crush Attack, Impaling Roots (4+, 4+), Hand Weapon

Options | Divination • Wizard Master • Talisman of the Void

Core



DRYADS #1

Dryads **x26** - Standard - Infantry - 25x25

453 POINTS



Global	Adv	Mar	Dis			Model Rules
	5"	10"	8			Scoring, Forest Walker, Sylvan Spirit
Defensive	HP	Def	Res	Arm		
	1	4	4	0	Aegis (5+)	
Offensive	Att	Off	Str	Ap	Agi	
Dryads	2	4	4	1	5	

Options	Champion • Scoring
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SYLVAN ARCHERS #2

Sylvan Archers **x20** - Standard - Infantry - 20x20

510 POINTS



Global	Adv	Mar	Dis			Model Rules
	5"	10"	8			Scoring, Forest Walker
Defensive	HP	Def	Res	Arm		
	1	4	3	0		
Offensive	Att	Off	Str	Ap	Agi	
Sylvan Archers	1	4	3	0	5	Lightning Reflexes, Sylvan Longbow (3+, 3+)

Options	Musician • Standard Bearer • Banner of the Relentless Company
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HEATH RIDERS #1

Heath Riders **x5** - Standard - Cavalry - 25x50

205 POINTS



Global	Adv	Mar	Dis			Model Rules
	9"	18"	8			Scoring, Forest Walker
Defensive	HP	Def	Res	Arm		
	1	4	3	1	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Heath Rider	1	4	3	0	5	Lightning Reflexes, Devastating Charge, Sylvan Lance
Elven Horse	1	3	3	0	4	Harnessed

Options	Heath Hunters
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Special



WILD HUNTSMEN #1

Wild Huntsmen **x6** - Standard - Cavalry - 25x50

385 POINTS



Global	Adv	Mar	Dis			Model Rules
	9"	18"	9			Light Troops, Fearless, Frenzy, Forest Walker
Defensive	HP	Def	Res	Arm		
	1	3	3	1	Aegis (6+), Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Wild Huntsman	2	5	4	1	6	Battle Focus, Lightning Reflexes, Devastating Charge
Elven Deer	1	3	4	1	4	Harnessed

Options	Champion • Musician • Standard Bearer • Sylvan Lance • Predator Pennant
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	THICKET BEASTS #1 Thicket Beasts x5 - Large - Infantry - 40x40	490 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	8	Scoring, Emboldening Boughs, Forest Walker, Sylvan Spirit, Bodyguard	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	4	5	3	Aegis (5+), Flammable
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Thicket Beasts	3	4	5	2	3

Options	Champion
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	THICKET BEASTS #2 Thicket Beasts x5 - Large - Infantry - 40x40	490 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	8	Scoring, Emboldening Boughs, Forest Walker, Sylvan Spirit, Bodyguard	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	4	5	3	Aegis (5+), Flammable
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Thicket Beasts	3	4	5	2	3

Options	Champion
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Unseen Arrows

	SYLVAN SENTINELS #2 Sylvan Sentinels x5 - Standard - Infantry - 20x20	156 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	8	Light Troops, Skirmisher, Forest Walker	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	0	Hard Target (1, 1)
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Sylvan Sentinels	1	4	3	0	5
					Poison Attacks, Lightning Reflexes, Sylvan Longbow (3+, 3+)

Options	Sylvan Blades
Notes	0-1 unité si votre armée contient au moins 2 unités de Pilleurs forestiers

	PATHFINDERS #1 Pathfinders x5 - Standard - Infantry - 20x20	190 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	8	Light Troops, Scout, Skirmisher, Forest Walker	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	5	3	0	Hard Target (1, 1)
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Pathfinders	1	4	3	0	5
					Master Archer, Lightning Reflexes, Sylvan Longbow (2+, 2+), Sylvan Blades

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
Forest Embrace				
Mf	4+ [7+]	18"	Translation missing: en.magic_spell_type_target.Augment	One Turn
<p>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']</p>				



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.
1	Know Thy Enemy	7+ [12+]	18" [6"Aura]	Augment	One Turn	The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.
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.
2	Fate's Judgement	5+ [9+]	18"	Hex Missile Damage	Instant	The target suffers D3 [D6] hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).

Magic items

Curse of the Black Stag: The wearer gains and Devastating Charge (+1 Str, +1 Att, +1Def).

Glyph of Amryl: The bearer gains **Cannot be Stomped**. When fighting a Duel, the bearer gains +3 Defensive Skill.

Talisman of Shielding: The bearer gains Aegis (5+).

Talisman of the Void: The bearer gains Channel (1).

Magic banners

Banner of the Relentless Company: One use only. May be activated during the owner's Movement Phase. All Infantry models in the bearer's unit always have March Rate 15", until the end of the Player Turn. Only a single Banner of the Relentless Company may be activated during the same phase.

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

Model Rules

A Shepherd and its Flock: Universal Rule.

The model cannot join a unit that contains another model with this rule.

Accurate:

Aegis:

Battle Focus: If the attack hits with a natural to-hit roll of '6', the attack causes two hits instead of one.

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.

Crush Attack:

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.

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.

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:

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.

Frenzy: A unit with at least half its models with Frenzy cannot choose Flee as Charge Reaction, and when taking Discipline Tests, apply the following:

- If it is a Panic Test, Decimated Test or Fear Test: the unit gains +2 Discipline.

- If it is a Break Test, roll the test as normal.

- If it is any other Discipline Test, the unit suffers -2 Discipline.

At the start of the Charge Phase, each of your units with at least one model with Frenzy that could Declare a Charge against an enemy unit within the unit's Advance Rate +7" (using the lowest Advance Rate among the unit's models; if a model has more than 1 Advance Rate available, use the highest one) must take a Discipline Test, called a Frenzy Test. If the test is failed, the whole unit must Declare a Charge this Player Turn. Note that Characters are never forced to charge out of their units.

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:

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.

Impaling Roots: Shooting Weapon

Range 12", Shots D6+1, Str 4, AP 1, Quick to Fire, March and Shoot, ignores to-hit modifiers from Cover. If its target is in contact with a Forest, the Strength is set to 5 and Armour Penetration to 2.

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:

Master Archer: Shooting.

When shooting with a Sylvan Longbow, all models of a unit with Master Archer may choose to gain either +2 Armour Penetration or +2 to hit.

Poison Attacks: If the attack successfully hits with a natural to-hit roll of '6', it automatically wounds with no to-wound roll needed. Shooting Attacks using the Hopeless Shot can only automatically wound if the first to-hit roll is a natural '6'. Note that the second to-hit roll must still be successful in order to hit the target. If the attack can be turned into more than one hit (e.g. a hit with Area Attack, Battle Focus, or Penetrating), only a single hit, chosen by the attacker, automatically wounds. All other hits must roll to wound as normal.

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.

Scout: At step 8 of the Pre-Game Sequence (after Spell Selection) an army that includes units with Scout must state which of its units with Scout will use it, starting with the player that picked the Deployment Zone. Deploy your army as usual, but without deploying any of the Scouting units. These units are placed after all other non-Scouting units have been deployed. They can either be deployed in your Deployment Zone, using the normal rules, or they can be deployed outside the Deployment Zone, but must be more than 18" away from any enemy units. This is decreased to 12" if the Scouting unit is deployed entirely within a Forest, Ruins, Field, Building, or Water Terrain Feature. Scouting units that are deployed outside their player's Deployment Zone may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have Scouting units, alternate deploying one unit at a time, starting with the player that finished deploying first.

Skirmisher: The model can draw Lines of Sight in any direction (i.e. it is not limited by the Front Arc) from any point on its base (remember that Charge Moves are limited by a single Wheel of no more than 90°, and that Stand and Shoot Charge Reactions can only be done against enemies in the Front Arc) and can always use Shooting Attacks from any rank (they are not limited to shooting from first and second rank).

Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base to base contact with each other. Instead, models are placed with a 12.5 mm distance between them. This gap is considered part of the unit for Cover purposes, and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops, never block Line of Sight, and when units in skirmish formation would contribute to Hard Cover, they contribute to Soft Cover instead.

Stubborn: A unit with at least one model with Stubborn ignores any Combat Score penalties to its Discipline when taking Break Tests or Combat Reform Discipline Tests.

Sylvan Blades: Close Combat Weapon

Follows the rules for Paired Weapons. In addition, attacks made with Sylvan Blades gain +1 Armour Penetration.

Sylvan Lance: Close Combat Weapon

Follows the rules for Light Lances. In addition, attacks made with a Sylvan Lance gain +1 Armour Penetration.

Sylvan Longbow: Shooting Weapon

0-55 Models with Sylvan Longbow per Army.

Follows the rules for Longbows. In addition, 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.

Sylvan Spirit: 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

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.

Forest Prince #1	Thicket Shepherd #1	Treefather Ancient	Dryads #1	Sylvan Archers #2	Heath Riders #1	Wild Huntsmen #1	Thicket Beasts #1	Thicket Beasts #2	Sylvan Sentinels #2	Pathfinders #1