



SYLVAN ELVES

LIST SYLVAN ELVES - V.1 #1 - 6 269 POINTS



1720 pts (27.00 %) 851 pts (14.00 %) 432 pts (7.00 %) 2836 pts (45.00 %) 430 pts (7.00 %) 250 pts (4.00 %)
Special **Rare** **Heroes** **Core** **Lords** **Mount**
 (50 Max) (25 Max) (50 Max) (25 Least) (50 Max) (0 NoLimit)

Lords



FOREST PRINCE #1

Forest Prince - Standard - Infantry - 20x20

430 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Forest Prince	5	7	7	4	3	3	8	4	10	Infantry
Dragon	6	5	1	6	6	6	3	5	9	Monster
Model Rules	Forest Walker • Lightning Reflexes									
Model Rules (Dragon)	Strider (Forest), • Breath Weapon (Strength 4, Flaming Attacks) • Fly (7) • Innate defence (3+)									
Model Rules (Dragon)	Strider (Forest), • Breath Weapon (Strength 4, Flaming Attacks) • Fly (7) • Innate defence (3+)									

Options | Mount : Dragon (One of a Kind) • Sylvan Lance • Bow of Wyscan

Heroes



CHIEFTAIN #1

Chieftain - Standard - Infantry - 20x20

145 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chieftain	5	6	6	4	3	2	7	3	9	Infantry
Bonus Pathfinder	-	-	+1	-	-	-	-	-	-	
Model Rules	Forest Walker • Lightning Reflexes									
Model Rules (Bonus Pathfinder)	Scout • Scout • Master Archer • Master Archer • Multiple Shots (Attacks on profile) • Multiple Shots (Attacks on profile)									

Options | Pathfinder • Light Armour • Elven Cloak • May take a Longbow • Great Weapon • Bow of Wyscan



CHIEFTAIN - BSB

Chieftain - BSB - Standard - Infantry - 20x20

97 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chieftain	5	6	6	4	3	2	7	3	9	Infantry
Model Rules	Forest Walker • Lightning Reflexes									

Options | May take a Longbow • Light Armour



DRUID #1

Druid - Standard - Infantry - 20x20

95 POINTS



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

Options | Level 2 (Wizard Apprentice)

Magic | Level 1 Wizard Apprentice . Generate spells from Path of Black Magic, White Magic or any of the Battle Magic Paths.



DRUID #2
Druid - Standard - Infantry - 20x20

95 POINTS



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

Options	Level 2 (Wizard Apprentice)
Magic	Level 1 Wizard Apprentice . Generate spells from Path of Black Magic, White Magic or any of the Battle Magic Paths.

Core



FOREST GUARD #1
Forest Guard x19 - Standard - Infantry - 20x20

1 641 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Forest Guard	5	5	4	3	3	1	5	1	8	Infantry
Champion	5	6	5	3	3	1	5	2	8	Infantry
Model Rules	Bodyguard (Forest Prince, Chieftain) • Forest Walker • Lightning Reflexes • Spear • Light Armour									

Options	Champion • Musician • Standard Bearer
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HEATH RIDERS #2
Heath Riders x5 - Standard - Infantry - 20x20

460 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	
Model Rules	Forest Walker (Rider only) • Lightning Reflexes (Rider only) • Fast Cavalry • Light Lance • Mount's Protection (6+) • Light Armour • Longbow									

Options	Musician
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HEATH RIDERS #1
Heath Riders x10 - Standard - Infantry - 20x20

565 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	5	4	4	3	3	1	5	1	8	Cavalry
Champion	5	5	5	3	3	1	5	2	8	Cavalry
Elven Horse	9	3	-	3	3	1	4	1	3	
Model Rules	Forest Walker (Rider only) • Lightning Reflexes (Rider only) • Fast Cavalry • Light Lance • Mount's Protection (6+) • Light Armour • Longbow									

Options	Champion • Musician • Standard Bearer
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SYLVAN ARCHERS #1
Sylvan Archers x20 - Standard - Infantry - 20x20

170 POINTS



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

Special



BLADE DANCERS #1
Blade Dancers **x12** - Standard - Infantry - 20x20

510 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Blade Dancers	5	6	4	4	3	1	5	2	8	Infantry
Champion	5	7	5	4	3	1	5	3	8	Infantry
Model Rules	Magic Resistance (1) • Immune to Psychology • Skirmishers • Forest Walker • Lightning Reflexes • Ward Save (6+) • Dances of Cenyrn • Sylvan Blades									

Options	Champion • Musician • Standard Bearer
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FOREST RANGERS #1
Forest Rangers **x10** - Standard - Infantry - 20x20

1 210 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Forest Rangers	5	5	4	3	3	1	5	2	9	Infantry
Model Rules	Immune to Psychology • Forest Walker • Lightning Reflexes • Bodyguard (Forest Prince, Chieftain) • Armour Piercing(1) • Great Weapon • Light Armour									

Options	Musician
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Rare



FOREST EAGLE #1
Forest Eagle - Standard - Infantry - 20x20

60 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Forest Eagle	2	5	-	4	4	3	4	2	8	Monstrous Beast
Model Rules	Strider (Forest) • Fly (9)									

Options	May take Armour Piercing (1) • May take Lightning Reflexes
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PATHFINDERS #1
Pathfinders **x7** - Standard - Infantry - 20x20

556 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Pathfinders	5	5	5	3	3	1	5	1	8	Infantry
Champion	5	6	6	3	3	1	5	2	8	Infantry
Model Rules	Skirmisher • Forest Walker • Lightning Reflexes • Scout • Master Archer • Sylvan Blades • Longbow									

Options	Champion
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TREEFATHER #1
Treefather - Standard - Infantry - 20x20

235 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Treefather	5	5	5	6	6	5	2	5	8	Monster
Model Rules	Otherworldly • Stubborn • Forest Walker • Flammable • Crush Attack • Innate defence (3+)									

Options	May take Impaling Roots
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Magics

Magic items

Bow of Wyscan:

Model Rules

- Armour Piercing(1):**
- Bodyguard (Forest Prince, Chieftain):**
- Crush Attack:**
- Dances of Cenyrn:**
- Devastating Charge:**
- Fast Cavalry:**
- Flammable:**
- Fly (9):**
- Forest Walker:**
- Forest Walker (Rider only):**
- Frenzy:**
- Great Weapon:**
- Immune to Psychology:**
- Innate defence (3+):**
- Innate Defence (5+):**
- Light Armour:**
- Light Lance:**
- Light Troops:**
- Lightning Reflexes:**
- Lightning Reflexes (Rider only):**
- Longbow:**
- Magic Resistance (1):**
- Master Archer:**
- Mount's Protection (6+):**
- Multiple Shots (Attacks on profile):**
- Not A Leader:**
- Otherworldly:**
- Scout:**
- Skirmisher:**
- Skirmishers:**
- Spear:**
- Strider (Forest):**
- Stubborn:**
- Sylvan Blades:**
- Ward Save (4+):**
- Ward Save (6+):**

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.

Blade Dancers #1	Chieftain #1	Chieftain - BSB	Druid #1	Druid #2	Forest Eagle #1	Forest Guard #1	Forest Prince #1	Forest Rangers #1	Heath Riders #2	Heath Riders #1	Pathfinders #1	Sylvan Archers #1	Treefather #1
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