



SYLVAN ELVES

LIST SYLVAN ELVES #1 - 830 POINTS



175 pts (21.00 %) 0 pts (0.00 %) 225 pts (27.00 %) 0 pts (0.00 %) 430 pts (52.00 %) 50 pts (6.00 %)

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

Lords



HIGH DRUID #1
High Druid - Standard - Infantry - 20x20

190 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
High Druid	5	4	4	3	3	3	5	1	9	Infantry
Model Rules	Forest Walker • Lightning Reflexes									

Magic Level 3 Wizard Master . Generate spells from Path of Black Magic, Path of White Magical or any of the Paths of Battle Magic.



HIGH DRUID #2
High Druid - Standard - Infantry - 20x20

240 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
High Druid	5	4	4	3	3	3	5	1	9	Infantry
Forest Eagle	2	5	-	4	4	3	4	2	8	Monstrous Beast
Model Rules	Forest Walker • Lightning Reflexes									
Model Rules (Forest Eagle)	Fly (9) • Strider (Forest) • Mount's Protection (6+)									
Model Rules (Forest Eagle)	Fly (9) • Strider (Forest) • Mount's Protection (6+)									

Options Mount : Forest Eagle • May add Armour Piercing (1)

Magic Level 3 Wizard Master . Generate spells from Path of Black Magic, Path of White Magical or any of the Paths of Battle Magic.

Heroes



CHIEFTAIN #1
Chieftain - Standard - Infantry - 20x20

70 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									



THICKET SHEPHERD - BSB
Thicket Shepherd - BSB - Standard - Infantry - 20x20

155 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
Model Rules	Otherworldly • Forest Walker • Flammable • Innate Defence (4+) • Armour Piercing (1) • Emboldening Boughs									

Special



THICKET BEASTS #2
Thicket Beasts **x4** - *Standard - Infantry - 20x20*

175 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
Model Rules	Otherworldly, • Bodyguard (Thicket Shepherd) • Forest Walker • Flammable • Armour Piercing (1) • Emboldening Boughs • Innate Defence (4+)									

Magics

Model Rules

- Armour Piercing (1):**
- Bodyguard (Thicket Shepherd):**
- Dances of Cenyrn:**
- Devastating Charge:**
- Emboldening Boughs:**
- Flammable:**
- Forest Walker:**
- Frenzy:**
- Immune to Psychology:**
- Innate Defence (4+):**
- Innate Defence (4+):**
- Innate Defence (5+):**
- Light Troops:**
- Lightning Reflexes:**
- Master Archer:**
- Multiple Shots (Attacks on profile):**
- Not A Leader:**
- Otherworldly:**
- Otherworldly,:**
- Scout:**
- 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.

Chieftain #1	High Druid #1	High Druid #2	Thicket Beasts #2	Thicket Shepherd - BSB

