



# SYLVAN ELVES

## 1 DAY TOURNEY - 3 665 POINTS



1695 pts (46.00 %) **Characters** (40 Max)  
 1335 pts (36.00 %) **Core** (25 Least)  
 635 pts (17.00 %) **Special** (0 NoLimit)  
 0 pts (0.00 %) **Unseen Arrows** (30 Max)

### Characters



#### FOREST PRINCE #1

Forest Prince - Standard - Cavalry - 50x50

355 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 • Spear • Great Elk



#### DRUID #1

Druid - Standard - Infantry - 20x20

430 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Wizard Apprentice, Forest Walker, Tree Singing	
Defensive	HP	Def	Res	Arm	
	3	4	3	0	
Offensive	Att	Off	Str	Ap	Agi
Druid	1	4	3	0	5

Lightning Reflexes, Hand Weapon

#### Options

Druidism • Wizard Master • Mist Walker's Mirror



#### AVATAR OF NATURE

Avatar of Nature - Gigantic - Infantry - 75x50

690 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	9	Stubborn, Forest Walker, Tree Singing, Sylvan Spirit	
Defensive	HP	Def	Res	Arm	
	6	6	6	4	
Offensive	Att	Off	Str	Ap	Agi
Avatar of Nature	6	6	7	4	3

Crush Attack, Impaling Roots (3+, 3+), Hand Weapon



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

**220** POINTS



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

<b>Options</b>	Divination • Druidism • Wizard Adept
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Core



**SYLVAN ARCHERS #1**  
Sylvan Archers x25 - Standard - Infantry - 20x20

**620** 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+)

<b>Options</b>	Champion • Musician • Standard Bearer • Flaming Standard
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**HEATH RIDERS #1**  
Heath Riders x8 - Standard - Cavalry - 25x50

**321** 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

<b>Options</b>	Champion • Musician • Standard Bearer • Banner of Silent Mist
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**DRYADS #2**  
Dryads x8 - Standard - Infantry - 25x25

**165** 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	

<b>Options</b>	Champion
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**DRYADS #1**  
Dryads **x12** - Standard - Infantry - 25x25

**229** POINTS



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

Options

Champion

**Special**



**FOREST RANGERS #1**  
Forest Rangers **x10** - Standard - Infantry - 20x20

**270** POINTS



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

Options

Champion • Musician • Standard Bearer • Stalker's Standard



**WILD HUNTSMEN #1**  
Wild Huntsmen **x5** - Standard - Cavalry - 25x50

**365** POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	9"	18"	9	Light Troops, Fearless, Frenzy, Forest Walker	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	1	Aegis (6+), Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Wild Huntsman</b>	2	5	4	1	6
<b>Elven Deer</b>	1	3	4	1	4

Options

Shield • Champion • Musician • Standard Bearer • Flaming Standard

**Magics**

Racial Trait Spell

	Casting	Range	Type	Duration
<b>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).</i>  <i>This Forest always extends to the edges of the target's Unit Boundary (even if the unit moves or changes formation).</i>  <i>[Enemy units in base contact with the target must reroll natural to-hit rolls of '6'.]</i></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.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<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, Divine Attacks and Magical Attacks.
<b>3</b>	Scrying	7+ [12+]	18" [6" Aura]	Augment	One Turn	The target gains Distracting and Hard Target.
<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>6</b>	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.
<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>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 D3 [D6] hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).



### Druidism

**Nature's Call:** All Wizards that know at least one Druidism spell (excluding Bound Spells) know the Learned Spell The Oaken Throne in addition to their other spells.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>1</b>	Healing Waters	7+ {6+}	12"	Augment	One Turn	The Range of this spell can be measured from the Caster or from any <b>Water Terrain</b> Feature on the board. The target gains Fortitude (5+) {(4+)}.
<b>3</b>	Entwining Roots	6+ {5+}	12"	Hex	One Turn	The Range of this spell can be measured from the Caster or from any <b>Forest Terrain</b> Feature on the board. The target suffers -1 {-2} Offensive Skill, -1 {-2} Defensive Skill, and -1 {-2} to hit with Shooting Attacks.
<b>2</b>	Master of Earth	6+ {5+}	18"	Hex Damage Direct	Instant	The range of this spell can be measured from the Caster or from any Impassable Terrain Terrain Feature on the board. The target suffers D6 hits with Strength 4 {5}, Armour Penetration 1 {2} and Magical Attacks.
<b>0</b>	The Oaken Throne	4+	Caster	Caster	Permanent	If any friendly Caster is affected by The Oaken Throne, certain spells are cast with an amplified version. Use any text marked with {} and ignore any red text. The Oaken Throne must already be in play when a spell is cast in order to use the {amplified} Attribute. This spell is ended if any friendly Caster attempts to cast The Oaken Throne again, or if the opponent removes a dice from their Magic Dice pool at the end of step 3 of any Magic Phase sequence (after Siphon the Veil).
<b>A</b>	Fountain of Youth		12"	Augment Focused	Instant	The target or its unit Recovers {Raises} 1 Health Point. No single model can Recover (or Raise) more than 1 Health Point per phase from this spell.
<b>5</b>	Stone Skin	9+ {8+}	12"	Augment	One Turn	The Range of this spell can be measured from the Caster or from any <b>Hill Terrain</b> Feature on the board. The target gains +2 {+3} Resilience.
<b>6</b>	Spirits of the Wood	7+ {6+}	12"	Augment {Universal}	One Turn	Place a Forest Terrain Feature underneath the target (this can be substituted by placing a marker or the spell card 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). {If the target is a friendly unit, it gains Strider (Forest).}

		Casting	Range	Type	Duration	Effect
4	Summer Growth	11+	24"	Augment	Instant	This spell has different effects depending on the target: <b>Standard Infantry/Beast*</b> : Raise 4 {6} Health Points. <b>Towering Presence**</b> : Raise 1 {1} Health Point. <b>Anything else***</b> : Raise 2 {3} Health Points. * More than half of the models in the unit are both Standard Height and either Type Infantry or Beast Type. ** More than half of the models in the unit have Towering Presence. *** Use this if neither of the above is applies.

## Magic items

**Mist Walker's Mirror**: One use only. If the bearer's unit consists entirely of Standard Height Infantry models, is unengaged, and is fully inside a Forest Terrain Feature that doesn't contain any enemy models, the unit may teleport to any other Forest Terrain Feature on the Battlefield. This special movement is resolved at the end of the owner's Movement Phase. When teleporting, the unit must be placed fully inside the target Forest. It may appear in any legal formation but must follow the Unit Spacing rule. The unit counts as having performed a March Move.

## Magic banners

**Flaming Standard**: One use only. May be activated at the start of a Round of Combat or before shooting with the bearer's unit. The bearer's unit gains Flaming Attacks. If activated when Engaged in Combat, the effect lasts until the bearer's unit is no longer Engaged in Combat. If activated before shooting with the bearer's unit, the effect lasts until the end of the phase.

**Banner of Silent Mist**: 0-2 per Army.

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

**Stalker's Standard**: The bearer's unit gains Strider.

## Model Rules

**Accurate**:

**Aegis**:

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

**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.

**Elven Cloak**: Armour

When combined with Light Armour, the wearer gains +1 Armour. Elven Cloaks cannot be enchanted.

**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 anyother Discipline Test, the unit suffers -2Discipline.

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.

**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.

**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:**

**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.

**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 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.

**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

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.

Forest Prince #1	Druid #1	Avatar of Nature	Dryad Ancient #1	Sylvan Archers #1	Heath Riders #1	Dryads #2	Dryads #1	Forest Rangers #1	Wild Huntsmen #1
									