





# SYLVAN ELVES

## SYLVAN ELVES 1 - 4 275 POINTS



1695 pts (40.00 %) 1041 pts (24.00 %) 1169 pts (27.00 %) 370 pts (9.00 %)  
**Characters** **Core** **Special** **Unseen Arrows**  
 (40 Max) (25 Least) (0 NoLimit) (30 Max)

### Characters

	<b>FOREST PRINCE #1</b> Forest Prince - Large - Cavalry - 50x50	<b>485 POINTS</b>	
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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					

	<b>MOUNT EAGLE KING</b>
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Global	Adv	Mar	Dis	Model Rules	
	2"	4"	C	Strider, Fly (9", 18", 9", 18"), Light Troops	
	9"	18"			
Defensive	HP	Def	Res	Arm	
	4	C	4	C+1	
Hard Target (1, 1)					
Offensive	Att	Off	Str	Ap	Agi
Eagle King	3	5	5	1	4
Harnessed					

**Options** | Light Armour • Elven Cloak • Sylvan Blades • Eagle King • Talisman of Shielding • Glyph of Amyr! • Spirit of the Whirlwind

	<b>CHIEFTAIN #1</b> Chieftain - Standard - Infantry - 20x20	<b>200 POINTS</b>	
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Global	Adv	Mar	Dis	Model Rules	
	5"	10"	9	Forest Walker	
Defensive	HP	Def	Res	Arm	
	3	6	3	0	
Offensive	Att	Off	Str	Ap	Agi
Lords of the Forest - Chieftain	3	6	4	1	7
Lightning Reflexes, Hand Weapon					

**Options** | Sylvan Longbow (1+) • Pathfinder

	<b>CHIEFTAIN #2</b> Chieftain - Standard - Infantry - 20x20	<b>285 POINTS</b>	
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Global	Adv	Mar	Dis	Model Rules	
	5"	10"	9	Forest Walker	
Defensive	HP	Def	Res	Arm	
	3	6	3	0	
Offensive	Att	Off	Str	Ap	Agi
Lords of the Forest - Chieftain	3	6	4	1	7
Lightning Reflexes, Hand Weapon					

**Options** | Battle Standard Bearer • Sylvan Longbow (1+) • Pathfinder • Flaming Standard x1



### TREEFATHER ANCIENT #1

Treefather Ancient - Gigantic - Infantry - 75x50

725 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	Aegis (5+), Flammable	
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

Core



### HEATH RIDERS #1

Heath Riders x9 - Standard - Cavalry - 25x50

288 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

Champion



### HEATH RIDERS #2

Heath Riders x9 - Standard - Cavalry - 25x50

288 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

Champion



### DRYADS #1

Dryads x8 - Standard - Infantry - 25x25

155 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	



### DRYADS #2

Dryads **x8** - Standard - Infantry - 25x25

155 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
<b>Dryads</b>	2	4	4	1	5



### DRYADS #3

Dryads **x8** - Standard - Infantry - 25x25

155 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
<b>Dryads</b>	2	4	4	1	5

## Special



### THICKET BEASTS #1

Thicket Beasts **x4** - Large - Infantry - 40x40

365 POINTS



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



### FOREST EAGLE #1

Forest Eagles - Large - Beast - 50x50

100 POINTS



Global	Adv	Mar	Dis	Model Rules	
	2"	4"	8	Strider, Light Troops, Fly (9", 18", 9", 18")	
	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



### BLADE DANCERS #1

Blade Dancers **x9** - Standard - Infantry - 20x20

352 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Light Troops, Fearless, Forest Walker, Dances of Cenym	
Defensive	HP	Def	Res	Arm	
	1	6	3	0	Aegis (6+), Hard Target (1, 1), Magic Resistance (1, 1)
Offensive	Att	Off	Str	Ap	Agi

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Blade Dancers	1	5	4	1	6	Lightning Reflexes, Sylvan Blades

<b>Options</b>	Champion • Standard Bearer • Rending Banner
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### BLADE DANCERS #2

Blade Dancers x9 - Standard - Infantry - 20x20

## 352 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	8	Light Troops, Fearless, Forest Walker, Dances of Cenyrn		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	6	3	0	Aegis (6+), Hard Target (1, 1), Magic Resistance (1, 1)	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Blade Dancers	1	5	4	1	6	Lightning Reflexes, Sylvan Blades

<b>Options</b>	Champion • Standard Bearer • Rending Banner
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## Unseen Arrows



### PATHFINDERS #1

Pathfinders x9 - Standard - Infantry - 20x20

## 370 POINTS



<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				
<i>Mf</i>	4+ [7+]	18"	Translation missing: en.magic_spell.type_target.Augment	One Turn
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']				



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.

		Casting	Range	Type	Duration	Effect
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

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

**Spirit of the Whirlwind:** The wielder gains +1 Attack Value, and attacks made with this weapon gain +1 Strength, **Lethal Strike**, and become **Magical Attacks**.

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

## 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.

**Rending Banner:** One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.

## Model Rules

**Accurate:**

**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.

**Crush Attack:**

**Dances of Cenyrn:** Universal Rule.

At the start of each Round of Combat, units consisting entirely of models with this rule must choose one of the dances listed below and apply its effects until the end of the Round of Combat.

The unit cannot choose this dance again until after one of the following has happened:

- The unit is no longer Engaged in Combat.
- The unit has chosen a different dance.

Dance of Bedevilments:

Fear and enemy units in base contact with the model do not receive any Rank Bonus to their Combat Score.

Dance of Biting Wind:

+1 Armour Penetration and Lethal Strike.

Dance of the Parting Mists:

Aegis (3+), -1 Strength, and -1 Armour Penetration.

Dance of Whirling Blades:

+1 Attack Value.

**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:**

**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.

**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:**

**Magic Resistance:**

**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.

**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.

**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.

**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

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	Chieftain #1	Chieftain #2	Treefather Ancient #1	Heath Riders #1	Heath Riders #2	Dryads #1	Dryads #2	Dryads #3	Thicket Beasts #1	Forest Eagle #1	Blade Dancers #1	Blade Dancers #2	Pathfinders #1
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