



# SYLVAN ELVES

## SE01 - 4 490 POINTS



1520 pts (34.00 %) 1255 pts (28.00 %) 865 pts (19.00 %) 1250 pts (28.00 %)  
**Characters**      **Core**      **Special**      **Unseen Arrows**  
 (40 Max)      (25 Least)      (0 NoLimit)      (35 Max)

### Characters

**TREEFATHER ANCIENT #1**  
 Treefather Ancient - Gigantic - Infantry - 75x50

**750 POINTS**

Global	Adv	Mar	Dis				Model Rules
	5"	10"	9				Stubborn, Forest Walker, Sylvan Spirit, Tree Singing
Defensive	HP	Def	Res	Arm			
	6	4	6	4	Aegis, Flammable		
Offensive	Att	Off	Str	Ap	Agi		
<b>Treefather Ancient</b>	3	4	5	2	2	Crush Attack, Hand Weapon, Impaling Roots	

**Options**      General • Druidism • Wizard Master

**AVATAR OF NATURE #1**  
 Avatar of Nature - Gigantic - Infantry - 75x50

**585 POINTS**

Global	Adv	Mar	Dis				Model Rules
	5"	10"	9				Stubborn, Forest Walker, Sylvan Spirit, Tree Singing
Defensive	HP	Def	Res	Arm			
	6	6	6	4	Aegis, Flammable		
Offensive	Att	Off	Str	Ap	Agi		
<b>Avatar of Nature</b>	6	6	7	4	3	Crush Attack, Hand Weapon, Impaling Roots	

**CHIEFTAIN #1**  
 Chieftain - Standard - Infantry - 20x20

**185 POINTS**

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		
<b>Chieftain</b>	3	6	4	1	7	Lightning Reflexes, Hand Weapon	

**Options**      Battle Standard Bearer

### Core



**DRYADS #1**  
 Dryads x8 - Standard - Infantry - 25x25

**150 POINTS**

Global	Adv	Mar	Dis				Model Rules
	5"	10"	8				Forest Walker, Sylvan Spirit
Defensive	HP	Def	Res	Arm			

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	0	<b>Aegis</b>
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Dryad</b>	2	4	4	1	5



Options	Scoring
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	<b>SYLVAN ARCHERS #1</b> Sylvan Archers <b>x10</b> - Standard - Infantry - 20x20	<b>235 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	5"	10"	8	Scoring, Forest Walker, Sylvan Longbow

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Sylvan Archer</b>	1	4	3	0	5 <b>Lightning Reflexes</b>



Options	Musician
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	<b>SYLVAN ARCHERS #1</b> Sylvan Archers <b>x10</b> - Standard - Infantry - 20x20	<b>235 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	5"	10"	8	Scoring, Forest Walker, Sylvan Longbow

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Sylvan Archer</b>	1	4	3	0	5 <b>Lightning Reflexes</b>



Options	Musician
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	<b>SYLVAN ARCHERS #1</b> Sylvan Archers <b>x10</b> - Standard - Infantry - 20x20	<b>235 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	5"	10"	8	Scoring, Forest Walker, Sylvan Longbow

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Sylvan Archer</b>	1	4	3	0	5 <b>Lightning Reflexes</b>

Options	Musician
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	<b>HEATH RIDERS #1</b> Heath Riders <b>x5</b> - Standard - Cavalry - 25x50	<b>200 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	9"	18"	8	Scoring, Forest Walker

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	1	<b>Light Armour</b>
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Heath Rider</b>	1	4	3	0	5 <b>Lightning Reflexes, Devastating Charge, Sylvan Lance</b>
<b>Elven Horse</b>	1	3	3	0	4 <b>Harnessed</b>

Options

Heath Hunters

**HEATH RIDERS #1**

Heath Riders x5 - Standard - Cavalry - 25x50

200 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

## Special

**TREEFATHER #1**

Treefather - Gigantic - Infantry - 75x50

445 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Stubborn, Forest Walker, Sylvan Spirit, Tree Singing		
Defensive	HP	Def	Res	Arm		
	5	5	6	4	Aegis, Flammable	
Offensive	Att	Off	Str	Ap	Agi	
Treefather	5	5	6	3	2	Crush Attack, Impaling Roots

**BLADE DANCERS #1**

Blade Dancers x7 - Standard - Infantry - 20x20

210 POINTS



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

**BLADE DANCERS #1**

Blade Dancers x7 - Standard - Infantry - 20x20

210 POINTS



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

Unseen Arrows



**PATHFINDERS #1**  
Pathfinders x10 - Standard - Infantry - 20x20

425 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, Sylvan Longbow	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	5	3	0	Hard Target
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Pathfinder	1	4	3	0	5
Lightning Reflexes, Master Archer, Sylvan Blades					



**PATHFINDERS #1**  
Pathfinders x10 - Standard - Infantry - 20x20

425 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, Sylvan Longbow	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	5	3	0	Hard Target
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Pathfinder	1	4	3	0	5
Lightning Reflexes, Master Archer, Sylvan Blades					

**Magics**

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<b>H Forest Embrace</b>				
<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'.]				



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>	Fountain of Youth	6+	12"	Augment Focused	Instant	When resolving the spell, choose one of the following effects: • Recover 1 Health Point of a Character in the target unit. • Raise 4 Health Points of Standard Height R&F models without Tall in the unit. • Raise 2 Health Points of any other models in the unit.
<b>2</b>	Entwining Roots	(5+){8+}	18"	Hex	One Turn	The target suffers (-1){-2} Offensive Skill, (-1){-2} Defensive Skill, and (-1){-2} to hit with Shooting Attacks.
<b>3</b>	Healing Waters	8+	18"	Augment	One Turn	The target gains Fortitude (6+) and Fortitude (+1, max 3+).
<b>4</b>	Master of Earth	(7+){8+}	(6"){18"}	Hex Damage	Instant	The target suffers 2D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.
<b>5</b>	Stone Skin	9+	18"	Augment	One Turn	Melee Attacks against the target can never wound on better than 5+.
<b>6</b>	Summer Growth	12"	11+	Ground	Instant	Friendly units within 6" of the target point Raise D3 Health Points. Models with Towering Presence and Characters Raise 1 Health Point instead.

**Model Rules**

- Aegis:**
- Crush Attack:**
- Dances of Cenryrn:** 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.

**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.

**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.

**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 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, March and Shoot, Quick to Fire, 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:** Close Combat

A Close Combat Attack with Lightning Reflexes gains a +1 to-hit modifier. Model parts with this Attack Attribute wielding Great Weapons do not gain this +1 to-hit modifier, but strike with the Great Weapon at the Initiative Step corresponding to their Agility instead of always striking at Initiative Step 0.

**Magic Resistance:**

**Master Archer:** Immediately before shooting with a Sylvan Longbow, all models with Master Archer in a unit may choose to gain either +2 Armour Penetration or +2 to hit until the end of the phase.

**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

Paired Weapons. Attacks made with Sylvan Blades gain +1 Armour Penetration.

**Sylvan Lance:** Close Combat Weapon  
Light Lance. Attacks made with a Sylvan Lance gain +1 Armour Penetration.

**Sylvan Longbow:** Shooting Weapon  
0-55 Models with Sylvan Longbow per Army.  
Longbow. 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:** The model gains **Fearless** and **Magical Attacks**. 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.

Treefather Ancient #1	Avatar of Nature #1	Treefather #1	Pathfinder #1	Pathfinder #1	Chieftain #1	Dryads #1	Sylvan Archers #1	Sylvan Archers #1	Sylvan Archers #1	Heath Riders #1	Heath Riders #1	Blade Dancers #1	Blade Dancers #1
