




# SYLVAN ELVES

## LIST SYLVAN ELVES (v2021 BETA 2) #9 - 4 471 POINTS



1305 pts (29.00 %)   1214 pts (27.00 %)   1420 pts (32.00 %)   1088 pts (24.00 %)  
**Characters**      **Core**      **Special**      **Unseen Arrows**  
 (40 Max)      (25 Least)      (0 NoLimit)      (30 Max)


### Characters



### AVATAR OF NATURE

Avatar of Nature - Gigantic - Infantry - 75x50

**600 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	Aegis (5+), Flammable	
Offensive	Att	Off	Str	Ap	Agi	
Avatar of Nature	6	6	7	4	3	Crush Attack, Impaling Roots (3+, 3+), Hand Weapon



### CHIEFTAIN #1

Chieftain - Standard - Cavalry - 25x50

**345 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	
Lords of the Forest - Chieftain	3	6	4	1	7	Lightning Reflexes, Hand Weapon

### MOUNT ELVEN HORSE

Global	Adv	Mar	Dis	Model Rules		
	9"	18"	C	Strider		
Defensive	HP	Def	Res	Arm		
	C	C	C	C+1		
Offensive	Att	Off	Str	Ap	Agi	
Elven Horse	1	3	3	0	4	Harnessed

**Options** | Battle Standard Bearer • Lance • Elven Horse and Light Troops • Aether Icon x1 • Crown of Autocracy • Obsidian Rock



### DRUID #1

Druid - Standard - Infantry - 20x20

**360 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** | Wizard Master

### Core



### HEATH RIDERS #1

Heath Riders x7 - Standard - Cavalry - 25x50

327 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	Standard Bearer • Heath Hunters • Ambush • Banner of Discipline
---------	---



### HEATH RIDERS #2

Heath Riders x7 - Standard - Cavalry - 25x50

327 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	Standard Bearer • Heath Hunters • Ambush • Banner of Discipline
---------	---



### 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	

Options	Scoring
---------	---------



### SYLVAN ARCHERS #1

Sylvan Archers x10 - Standard - Infantry - 20x20

250 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+)

Options	Musician
---------	----------



## 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

Options

Scoring

Special



## TREEFATHER #1

Treefather - Gigantic - Infantry - 75x50

430 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Stubborn, Forest Walker, Tree Singing, Sylvan Spirit	
Defensive	HP	Def	Res	Arm	
	5	5	6	4	Aegis (5+), Flammable
Offensive	Att	Off	Str	Ap	Agi
<b>Treefather</b>	5	5	6	3	2

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

Notes

0-1 Unit/Army if the Army List includes any Avatar of Nature, Dragon, or Treefather Ancient.  
0-1 unités/armée si la Liste d'armée inclut un Avatar de la Nature, un Dragon ou un Père des arbres vénérable



## TREEFATHER #2

Treefather - Gigantic - Infantry - 75x50

430 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Stubborn, Forest Walker, Tree Singing, Sylvan Spirit	
Defensive	HP	Def	Res	Arm	
	5	5	6	4	Aegis (5+), Flammable
Offensive	Att	Off	Str	Ap	Agi
<b>Treefather</b>	5	5	6	3	2

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

Notes

0-1 Unit/Army if the Army List includes any Avatar of Nature, Dragon, or Treefather Ancient.  
0-1 unités/armée si la Liste d'armée inclut un Avatar de la Nature, un Dragon ou un Père des arbres vénérable



## WILD HUNTSMEN #1

Wild Huntsmen **x10** - Standard - Cavalry - 25x50

560 POINTS



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

Battle Focus, Lightning Reflexes, Devastating Charge

Harnessed

Options

Shield • Standard Bearer • Sylvan Lance • Rending Banner

# Unseen Arrows



## PATHFINDERS #1

Pathfinders x7 - Standard - Infantry - 20x20

280 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Light Troops, Scout, Skirmisher, Forest Walker		
Defensive	HP	Def	Res	Arm		
	1	5	3	0	Hard Target (1, 1)	
Offensive	Att	Off	Str	Ap	Agi	
Pathfinders	1	4	3	0	5	Master Archer, Lightning Reflexes, Sylvan Longbow (2+, 2+), Sylvan Blades



## SYLVAN SENTINELS #1

Sylvan Sentinels x7 - Standard - Infantry - 20x20

252 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Light Troops, Skirmisher, Forest Walker		
Defensive	HP	Def	Res	Arm		
	1	4	3	0	Hard Target (1, 1)	
Offensive	Att	Off	Str	Ap	Agi	
Sylvan Sentinels	1	4	3	0	5	Poison Attacks, Lightning Reflexes, Sylvan Longbow (3+, 3+)

Options	Scout
Notes	0-1 unité si votre armée contient au moins 2 unités de Pisteurs forestiers

## Magics

Racial Trait Spell

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

## Magic items

**Crown of Autocracy:** The model's range of Commanding Presence (if available) is increased by 3", up to a maximum of 18". If the model does not have Commanding Presence, it gains Commanding Presence whose range is always set to 3".

**Obsidian Rock:** The bearer gains Magic Resistance (2).

## Magic banners

**Aether Icon:** The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

**Banner of Discipline:** The bearer's unit may reroll failed Panic Tests. If the Battle Standard Bearer or the General is part of the bearer's unit, it automatically passes Panic Tests instead.

**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

**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.

**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 any other Discipline Test, the unit suffers -2 Discipline.

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.

**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, 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:****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.

**Poison Attacks:** If the attack successfully hits with a natural to-hit roll of '6', it automatically wounds with no to-wound roll needed. Shooting Attacks using the Hopeless Shot can only automatically wound if the first to-hit roll is a natural '6'. Note that the second to-hit roll must still be successful in order to hit the target. If the attack can be turned into more than one hit (e.g. a hit with Area Attack, Battle Focus, or Penetrating), only a single hit, chosen by the attacker, automatically wounds. All other hits must roll to wound as normal.

**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

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.

**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

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.

Avatar of Nature	Chieftain #1	Druid #1	Heath Riders #1	Heath Riders #2	Dryads #1	Sylvan Archers #1	Dryads #2	Treefather #1	Treefather #2	Wild Huntsmen #1	Pathfinders #1	Sylvan Sentinels #1