




SYLVAN ELVES

WOD ELFS - 1 095 POINTS



1095 pts (36.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Unseen Arrows**
 (40 Max) (25 Least) (0 NoLimit) (35 Max)


Characters



FOREST PRINCE #1

Forest Prince - Standard - Infantry - 20x20

210 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, Lightning Reflexes, Hand Weapon | | | | | | |




CHIEFTAIN #1

Chieftain - Standard - Infantry - 20x20

135 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 | |
| Chieftain | 3 | 6 | 4 | 1 | 7 | |
| Lightning Reflexes, Lightning Reflexes, Hand Weapon | | | | | | |



TREEFATHER ANCIENT

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 | |
| Treefather Ancient | 3 | 4 | 5 | 2 | 2 | |
| Crush Attack, Hand Weapon, Impaling Roots | | | | | | |

| | |
|---------|---------------|
| Options | Wizard Master |
|---------|---------------|

Magics

Racial Trait Spell

| | Casting | Range | Type | Duration |
|-------------------------|--------------|-------|--|----------|
| H Forest Embrace | | | | |
| Mf | (4+) {7+} | 18" | Translation missing: en.magic_spell.type_target.Augment | One Turn |

| Casting | Range | Type | Duration |
|---|-------|------|----------|
| <p>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'.}</p> | | | |

Model Rules

Accurate:

Aegis:

Crush Attack:

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

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.

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.

Lightning Reflexes:

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 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 profile with your phone.

Forest Prince #1



Chieftain #1



Treefather Ancient

