




# SYLVAN ELVES

## NEUE LISTE - 1 060 POINTS



1060 pts (100.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)  
**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



#### TREEFATHER ANCIENT

Treefather Ancient - Gigantic - Infantry - 75x50

## 460 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

### Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<h3 style="color: gold;">Forest Embrace</h3>				
<i>Mf</i>	4+ [7+]	18"	Translation missing: en.magic_spell.type_target.Augment	One Turn
<p style="color: gold;">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).  <span style="color: blue;">[Enemy units in base contact with the target must reroll natural to-hit rolls of '6'.]</span></p>				

### Model Rules

- 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, 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.

**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:** 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.

Avatar of Nature



Treefather Ancient

