




342 pts (23.00 %) 462 pts (31.00 %) 480 pts (32.00 %) 215 pts (14.00 %) 0 pts (0.00 %) 0 pts (0.00 %)  
**Characters**      **Core**      **Special**      **Rare**      **Mercenaries**      **Allies**  
 (50 Max)      (25 Least)      (50 Max)      (25 Max)      (20 Max)      (25 Max)


## Characters




### SEIGNEUR SYLVAIN #1

Glade Lord - Standard - Infantry - 20x20

## 157 POINTS




Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Glade Lord	5	7	7	4	3	3	6	4	10	
Elven Steed	9	3	-	3	-	-	4	1	-	
<b>Model Rules</b>	Strike First • The Arrow Of Kurnous • Ignores Cover • Evasive • Asrai Longbow • Rallying Cry • Hand Weapon • Light armour • Move Through Cover • Fire & Flee • Evasive									
<b>Model Rules (Elven Steed)</b>	Swiftstride • Fast Cavalry • Hooves									
<b>Model Rules (Elven Steed)</b>	Swiftstride • Fast Cavalry • Hooves									
<b>Options</b>	Cavalry Spear • Elven Steed • Hagbane Tips									



### TISSEUR DE CHARMES #1


Spellweaver - Standard - Infantry - 20x20

## 185 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Spellweaver	-	-	-	-	-	-	-	-	-	
<b>Model Rules</b>	Lore Of Athel Loren • Elven Reflexes • Move Through Cover • Magical Attacks • Hand Weapon • Wizard(level 3)									
<b>Options</b>	Wizard level 4									


## Core




### DRYADES #1

Dryads x12 - Standard - Infantry - 20x20

## 156 POINTS




Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Dryad	5	4	4	3	4	1	4	2	8	
Nymph	5	4	4	3	4	1	4	3	8	
<b>Model Rules</b>	Open Order • Tree Spirit • Regeneration(6+) • Flammable • Fear • Magical Attacks • Hand Weapon • Stubborn • Move Through Cover • Skirmishers • Sapwood Flesh • Immune To Psychology									



### CAVALIERS SYLVAINS #1



Glade Riders x6 - Standard - Infantry - 20x20

## 132 POINTS





Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Glade Rider	-	4	4	3	3	1	4	1	8	
Elven Steed	9	3	-	3	-	-	4	1	-	
Glade Knight	-	4	5	3	3	1	4	1	8	
<b>Model Rules</b>	Fast Cavalry • Skirmishers • Open Order • Elven Reflexes • Fire & Flee • Swiftstride									
<b>Model Rules (Glade Rider)</b>	Asrai Longbow • Hand Weapon • Cavalry Spear									
<b>Model Rules (Elven Steed)</b>	Hooves									



<b>Options</b>	Standard Bearer • Musician • Hagbane Tips
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	<b>GARDES SYLVAINS #1</b> Glade Guard <b>x12</b> - Standard - Infantry - 20x20	<b>174 POINTS</b>																																
	<table border="1"> <thead> <tr> <th>Troops</th> <th>M</th> <th>WS</th> <th>BS</th> <th>S</th> <th>T</th> <th>W</th> <th>I</th> <th>A</th> <th>Ld</th> <th>Type</th> </tr> </thead> <tbody> <tr> <td>Glade Guard</td> <td>5</td> <td>4</td> <td>4</td> <td>3</td> <td>3</td> <td>1</td> <td>4</td> <td>1</td> <td>8</td> <td></td> </tr> <tr> <td>Lord's Bowman</td> <td>5</td> <td>4</td> <td>5</td> <td>3</td> <td>3</td> <td>1</td> <td>4</td> <td>1</td> <td>8</td> <td></td> </tr> </tbody> </table>			Troops	M	WS	BS	S	T	W	I	A	Ld	Type	Glade Guard	5	4	4	3	3	1	4	1	8		Lord's Bowman	5	4	5	3	3	1	4	1
Troops	M	WS	BS	S	T	W	I	A	Ld	Type																								
Glade Guard	5	4	4	3	3	1	4	1	8																									
Lord's Bowman	5	4	5	3	3	1	4	1	8																									
<b>Model Rules</b>		Hand Weapon • Asrai Longbow • Move Through Cover • Open Order • Elven Reflexes																																



<b>Options</b>	Lord's Bowman • Standard Bearer • Musician • Hagbane Tips
<b>Special</b>	

	<b>DANSEURS DE GUERRE #1</b> Wardancers <b>x12</b> - Standard - Infantry - 20x20	<b>204 POINTS</b>																																
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Troops	M	WS	BS	S	T	W	I	A	Ld	Type																								
Wardancer	5	6	4	3	3	1	6	1	8																									
Bladesinger	5	66	4	3	3	1	6	2	8																									
<b>Model Rules</b>		Immune To Psychology • Skirmishers • Strike First • Motley Crew • Hand Weapon • Loner • Dances Of Loec • Open Order • Furious Charge • Evasive • Move Through Cover • Talismanic Tattoos																																

<b>Options</b>	Additional Hand Weapon
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	<b>GUERRIERS FAUCONS #1</b> Warhawk Riders <b>x6</b> - Standard - Infantry - 20x20	<b>276 POINTS</b>																																											
	<table border="1"> <thead> <tr> <th>Troops</th> <th>M</th> <th>WS</th> <th>BS</th> <th>S</th> <th>T</th> <th>W</th> <th>I</th> <th>A</th> <th>Ld</th> <th>Type</th> </tr> </thead> <tbody> <tr> <td>Warhawk Rider</td> <td>-</td> <td>4</td> <td>4</td> <td>3</td> <td>4</td> <td>2</td> <td>4</td> <td>1</td> <td>8</td> <td></td> </tr> <tr> <td>Wind Rider</td> <td>-</td> <td>4</td> <td>5</td> <td>3</td> <td>4</td> <td>2</td> <td>4</td> <td>2</td> <td>8</td> <td></td> </tr> <tr> <td>Warhawk</td> <td>2</td> <td>3</td> <td>-</td> <td>4</td> <td>-</td> <td>-</td> <td>4</td> <td>2</td> <td>-</td> <td></td> </tr> </tbody> </table>			Troops	M	WS	BS	S	T	W	I	A	Ld	Type	Warhawk Rider	-	4	4	3	4	2	4	1	8		Wind Rider	-	4	5	3	4	2	4	2	8		Warhawk	2	3	-	4	-	-	4	2
Troops	M	WS	BS	S	T	W	I	A	Ld	Type																																			
Warhawk Rider	-	4	4	3	4	2	4	1	8																																				
Wind Rider	-	4	5	3	4	2	4	2	8																																				
Warhawk	2	3	-	4	-	-	4	2	-																																				
<b>Model Rules</b>		Fear • Fire & Flee • Evasive • Swiftstride • Skirmishers • Fly(10) • Elven Reflexes • Feigned Flight																																											
<b>Model Rules (Warhawk Rider)</b>		Asrai Longbow • Hand Weapon • Cavalry Spear																																											
<b>Model Rules (Warhawk)</b>		Wicked Claws																																											

<b>Options</b>	Hagbane Tips
<b>Rare</b>	

	<b>HOMME-ARBRE #1</b> Treeman - Standard - Infantry - 20x20	<b>215 POINTS</b>																					
	<table border="1"> <thead> <tr> <th>Troops</th> <th>M</th> <th>WS</th> <th>BS</th> <th>S</th> <th>T</th> <th>W</th> <th>I</th> <th>A</th> <th>Ld</th> <th>Type</th> </tr> </thead> <tbody> <tr> <td>Treeman</td> <td>5</td> <td>6</td> <td>4</td> <td>5</td> <td>6</td> <td>5</td> <td>2</td> <td>5</td> <td>9</td> <td></td> </tr> </tbody> </table>			Troops	M	WS	BS	S	T	W	I	A	Ld	Type	Treeman	5	6	4	5	6	5	2	5
Troops	M	WS	BS	S	T	W	I	A	Ld	Type													
Treeman	5	6	4	5	6	5	2	5	9														
<b>Model Rules</b>		Tree Spirit • Stomp Attacks(D3) • Magical Attacks • Regeneration(5+) • Strangleroots • Timmm-berrr! • Close Order • Immune To Psychology • Flammable • Arboreal Armour • Move Through Cover • Tree Whack • Armour Bane(1) • Large Target • Stubborn • Terror • Oaken Fists																					

## Magics

<b>Model Rules</b>
Additional Hand Weapon:

**Arboreal Armour:** counts as full plate armour

**Armour Bane:**

**Asrai Longbow:** To carry one of the famed longbows of Athel Loren is to possess the finest weapon a hunter could possibly wield. If the eye is true, there is no quarry such a weapon cannot slay.

R S AP Special Rules

Asrai longbow 32" S - Armour Bane (1), Volley Fire

**Cavalry Spear:**

**Close Order:**

**Dances Of Loec:** In battle, Wardancers perform the favoured rituals of the Trickster God, Loec, each instinctively enacting a pattern of lethal movements in perfect harmony with the rest of their troupe.

When this unit's combat is chosen during Step 1.1 of any Choose & Fight Combat sub-phase, choose one of the following Dances of Loec for it to perform. Every model within the unit performs the same Dance:

- Whirling Death: Until the end of this Combat phase, the Armour Piercing characteristic of this unit's weapons is improved by 2.
- Storm of Blades: Until the end of this Combat phase, this unit gains the Extra Attacks (+1) special rule.
- The Shadows Coil: Until the end of this Combat phase, this unit has a 4+ ward save against any wounds suffered.
- Woven Mist: Any enemy model that directs its attacks against this unit during this Combat phase suffers a -1 modifier to its rolls To Hit., Note that a Shadowdancer that joins this unit is considered to have this special rule as well.

**Elven Reflexes:** Elves possess phenomenal speed and grace, striking at their enemies faster than the eye can see.

A model with this special rule (but not its mount) has a +1 modifier to its Initiative characteristic (to a maximum of 10) during the first round of any combat.

**Evasive:**

**Fast Cavalry:**

**Fear:**

**Feigned Flight:**

**Fire & Flee:**

**Flammable:**

**Fly:**

**Furious Charge:**

**Hagbane Tips:** Even a scratch from an arrow dipped in Hagbane sap can prove fatal. An Asrai longbow with Hagbane Tips has the Poisoned Attacks special rule.

**Hand Weapon:**

**Hooves:** counts as a hand weapon

**Ignores Cover:**

**Immune To Psychology:**

**Large Target:**

**Light armour:**

**Loner:**

**Lore Of Athel Loren:** Wood Elf Mages have a unique relationship with the forest. They are a part of it, much like Dryads and Treemen, yet possessed of a greater sense of individuality. This bond allows them to commune with the forest, to entreat with it on behalf of their kin and, in times of war, to awaken it to their aid.

**Magical Attacks:**

**Motley Crew:**

**Move Through Cover:**

**Oaken Fists:** R S AP Special Rules  
Oaken fists Combat S -2 -

**Open Order:**

**Rallying Cry:**

**Regeneration:**

**Sapwood Flesh:** counts as light armour

**Skirmishers:**

**Stomp Attacks:**

**Strangleroots:** R S AP Special Rules  
Strangleroots 12" S -1 Multiple Shots (D6+1)

**Strike First:**

**Stubborn:**

**Swiftstride:**

**Talismanic Tattoos:** Some Asrai decorate themselves with swirling tattoos, the mystical meanings of which protect the wearer from harm.

Talismanic Tattoos give their wearer a 6+ Ward save against any wounds suffered.

**Terror:**

**The Arrow Of Kurnous:** It is traditional for the Wood Elves not to launch into battle until one of their champions has loosed a shot at the heart of the enemy leader. Seldom is this arrow fatal, but fatality is not the intent. Rather, it is a goad to the enemy's pride and a reminder of their frail mortality.

Once deployment is complete, but before the roll-off to determine which player takes the first turn, if the General of your opponent's army is within 36" of one or more models in your army that has this special rule, one of those models may fire the Arrow of Kurnous. If the Arrow of Kurnous is fired, the General of your opponent's army immediately suffers a single Strength 3 hit, with no armour or Regeneration saves permitted (Ward saves can be attempted as normal).

However, if the Arrow of Kurnous is fired, your opponent adds +1 to their roll when rolling off to determine who takes the first turn.

**Timm-berrr!:**

**Tree Spirit:** The ancient spirits of Athel Loren march to war beside the Asrai in defence of their realm, though they remain aloof and distant from their closest allies.

A character with this special rule cannot join a unit without this special rule. A unit with this special rule cannot be joined by, or use the Leadership characteristic of, a character without this special rule. However, a unit with this special rule can use the Leadership characteristic of a friendly character with this special rule that is not fleeing whilst within that character's Command range.

**Tree Whack:** The largest tree spirits do not fight with grace or finesse, but with huge sweeping blows that strike home with enough force to shatter stone.

Once per turn, during the Combat phase, a model with this special rule may use one of its Attacks to make a single 'Tree Whack' attack. To make a Tree Whack attack, nominate a single model within an enemy unit that this model is engaged in combat with to be the target of the attack. That model must immediately make an Initiative test:

- If the test is failed, the target suffers D3 hits, each using the Strength characteristic of this model, with no armour save permitted (Ward and Regeneration saves can be attempted as normal).
- If the test is passed, the target manages to avoid the Tree Whack.

**Wicked Claws:** R S AP Special Rules  
Wicked claws Combat S -2 -

**Wizard:**

## Qr codes of your army

Your can print this page to have all your army's units qrcode and cut them on your units, with them you can directly access to the unit's profil with your phone.

