




# SYLVAN ELVES

## HIPIT AMPUU ENEMMAN ELIITTI COPY COPY - 4 710 POINTS



1905 pts (42.00 %) 1137 pts (25.00 %) 890 pts (20.00 %) 778 pts (17.00 %)  
**Characters**      **Core**      **Special**      **Unseen Arrows**  
 (40 Max)      (25 Least)      (0 NoLimit)      (35 Max)


### Characters



#### FOREST PRINCE #1

Forest Prince - Standard - Infantry - 20x20


### 335 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, Hand Weapon**


**Options** | General • Pathfinder • Sylvan Longbow (0+) • Great Weapon • Crystal Ball



#### FOREST PRINCE #2

Forest Prince - Standard - Infantry - 20x20

### 345 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, Hand Weapon**

**Options** | Pathfinder • Sylvan Longbow (0+) • Great Weapon • Sacred Seeds



#### CHIEFTAIN #1

Chieftain - Standard - Infantry - 20x20


### 245 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, Hand Weapon**

**Options** | Battle Standard Bearer • Sylvan Longbow (1+) • Great Weapon • Watcher's Woe



#### CHIEFTAIN #2

Chieftain - Standard - Infantry - 20x20



### 225 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, Hand Weapon**

<b>Options</b>	Sylvan Longbow (1+) • Great Weapon • Bough of Wyscan
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	<b>FOREST PRINCE #3</b> Forest Prince - Standard - Infantry - 20x20	<b>360 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	9	Forest Walker	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	7	3	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Forest Prince	4	7	4	2	9
Lightning Reflexes, Accurate, Hand Weapon					



<b>Options</b>	Blade Dancer • Great Weapon • Glyph of Amryl • Drums of Cenyrn • King Slayer
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	<b>DRYAD ANCIENT #1</b> Dryad Ancient - Standard - Infantry - 25x25	<b>185 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	9	Forest Walker, Sylvan Spirit, Tree Singing	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	6	4	0	Aegis
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Dryad Ancient	3	6	4	1	7
Hatred, Hand Weapon					



<b>Options</b>	Druidism • Wizard Apprentice • Toxic Spores
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## Core

	<b>FOREST GUARD #1</b> Forest Guard x15 - Standard - Infantry - 20x20	<b>170 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	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	5	3	0	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Forest Guard	1	5	3	0	5
Lightning Reflexes					

<b>Options</b>	Elven Cloak and Sylvan Blades • Champion
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	<b>FOREST GUARD #2</b> Forest Guard x15 - Standard - Infantry - 20x20	<b>170 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	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	5	3	0	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Forest Guard	1	5	3	0	5
Lightning Reflexes					

<b>Options</b>	Elven Cloak and Sylvan Blades • Champion
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**FOREST GUARD #3**  
Forest Guard x15 - Standard - Infantry - 20x20

170 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Scoring, Forest Walker	
Defensive	HP	Def	Res	Arm	
	1	5	3	0	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Forest Guard	1	5	3	0	5

<b>Options</b>	Elven Cloak and Sylvan Blades • Champion
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**FOREST GUARD #4**  
Forest Guard x15 - Standard - Infantry - 20x20

170 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Scoring, Forest Walker	
Defensive	HP	Def	Res	Arm	
	1	5	3	0	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Forest Guard	1	5	3	0	5

<b>Options</b>	Elven Cloak and Sylvan Blades • Champion
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**FOREST GUARD #5**  
Forest Guard x15 - Standard - Infantry - 20x20

170 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Scoring, Forest Walker	
Defensive	HP	Def	Res	Arm	
	1	5	3	0	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Forest Guard	1	5	3	0	5

<b>Options</b>	Elven Cloak and Sylvan Blades • Champion
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**DRYADS #1**  
Dryads x15 - Standard - Infantry - 25x25

287 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Forest Walker, Sylvan Spirit	
Defensive	HP	Def	Res	Arm	
	1	4	4	0	Aegis
Offensive	Att	Off	Str	Ap	Agi
Dryad	2	4	4	1	5

<b>Options</b>	Clearing Spirits • Champion
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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



**TREEFATHER #2**  
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

Unseen Arrows



**PATHFINDERS #1**  
Pathfinders x7 - Standard - Infantry - 20x20

275 POINTS



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



**PATHFINDERS #2**  
Pathfinders x5 - Standard - Infantry - 20x20

175 POINTS



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



**BRIAR MAIDENS #1**  
Briar Maidens x6 - Standard - Cavalry - 25x50

328 POINTS



Global	Adv	Mar	Dis	Model Rules	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	9"	18"	9	Light Troops, Wizard Conclave, Forest Walker	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	1	Aegis
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Briar Maiden	1	4	3	0	5
					Lightning Reflexes, Poison Attacks, Poisoned Thorn
Elven Deer	1	3	4	1	4
					Harnessed

<b>Options</b>	Master of Earth (Druidism) • Forest Embrace (Hereditary Spell) • Champion
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## 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.

## Magic items

**Crystal Ball:** The firsts Dispelling Attempt in each enemy Magic Phase gains a +2 Dispelling Modifier, provided the bearer is on the Battlefield. When using a single Magic Dice for this Dispelling Attempt, a natural roll of '1' or '2' on the Magic Dice is always a failed Dispelling Attempt, regardless of any modifiers.

**Sacred Seeds:** One use only. The player may activate this Artefact at the end of any friendly Movement Phase and place a Forest Terrain Feature in contact with the bearer and at least 1" away from any enemy units and other Terrain Features. The Forest **must** fit within a circle with a diameter of 6";

**Watcher's Woe:** Shots set to 4. Shooting Attacks made with this weapon become Poison Attacks.

**Bough of Wyscan:** Shots always set to 1, Str 4 [6], AP 2 [10], Area Attack (1x5), [Multiple Wounds (2)].

**Drums of Cenyrn:** One use only. May be activated when the bearer's unit declares a Charge. The target of the Charge may only declare Hold as its Charge Reaction unless it is already Fleeing. The enemy unit may still declare Charge Reactions as normal if it is subsequently Charged by other units.

**Glyph of Amryl:** The bearer gains **Cannot be Stomped**. When fighting a Duel, the bearer gains +3 Defensive Skill.

**King Slayer:** The wielder gains +X Attack Value while using this weapon, and attacks made with this weapon gain +X Strength, +X Armour Penetration, and Magical Attacks, where X is equal to the number of enemy Characters in base contact with the wielder's unit. This bonus is calculated at the Initiative Step when the attacks are made.

## 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

**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.

**Hatred:** During the first Round of Combat, failed to-hit rolls from attacks with Hatred must be rerolled.

**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.

**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.

**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.

**Poisoned Thorn:** Shooting Weapon.

Range 12", Shots 1, Str 3, AP 1, Quick to Fire.

**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 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.

**Wizard Conclave:** The Champion of a unit with Wizard Conclave gains +1 Health Point in addition to the normal Characteristics increases associated with being a Champion, and is a Wizard Adept.

This Champion may select up to two spells from predetermined spells given in brackets after Wizard Conclave.

This overrides the Spell Selection rules connected to being a Wizard Adept.

### 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.

Forest Guard #1	Forest Guard #2	Forest Guard #3	Forest Guard #4	Forest Guard #5	Forest Prince #1	Forest Prince #2	Chieftain #1	Pathfinder #1	Pathfinder #2	Trefather #1	Trefather #2	Chieftain #2	Briar Maidens #1	Forest Prince #3	Dryads #1	Dryad Ancient #1