



# SYLVAN ELVES

## LIST SYLVAN ELVES - V1 #1 - 3 916 POINTS



1540 pts (39.00 %) 731 pts (19.00 %) 75 pts (2.00 %) 1016 pts (26.00 %) 554 pts (14.00 %) 0 pts (0.00 %)

**Special** (50 Max)      **Rare** (25 Max)      **Heroes** (50 Max)      **Core** (25 Least)      **Lords** (50 Max)      **Mount** (0 NoLimit)

### Lords



**FOREST PRINCE #1**  
Forest Prince - Standard - Infantry - 20x20

179 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Forest Prince	5	7	7	4	3	3	8	4	10	Infantry
Bonus Pathfinder	-	-	+1	-	-	-	-	-	-	
<b>Model Rules</b>	Forest Walker • Lightning Reflexes									
<b>Model Rules (Bonus Pathfinder)</b>	Scout • Master Archer • Multiple Shots (Attacks on profile)									

<b>Options</b>	Pathfinder • Light Armour • Elven Cloak • May take a Longbow • Truemark Arrow
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**TREEFATHER ANCIENT #1**  
Treefather Ancient - Standard - Infantry - 20x20

375 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Treefather Ancient	5	4	4	5	6	6	2	3	9	Monster
<b>Model Rules</b>	Flammable • Crush Attack • Impaling Roots • Otherworldly • Stubborn • Forest Walker • Innate defence (3+)									

<b>Options</b>	Level 4 (Wizard Master)
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### Heroes



**DRYAD MATRIARCH #1**  
Dryad Matriarch - Standard - Infantry - 20x20

75 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Dryad Matriarch	5	6	6	4	4	2	7	3	9	Infantry
<b>Model Rules</b>	Hatred • Otherworldly • Forest Walker									

<b>Options</b>	Level 1 Wizard Apprentice
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<b>Magic</b>	Level 1 Wizard Apprentice . Generate spells from Path of Nature or Wilderness.
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### Core



**DRYADS #1**  
Dryads x16 - Standard - Infantry - 20x20

776 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Dryads	5	4	4	4	4	1	5	2	8	Infantry
Champion	5	5	5	4	4	1	5	3	8	Infantry
<b>Model Rules</b>	Hatred (if joined by a Dryad Matriarch) • Otherworldly • Forest Walker									

<b>Options</b>	Options: pts May Skirmish (max 15 models) • Champion
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**SYLVAN ARCHERS #1**  
Sylvan Archers **x10** - Standard - Infantry - 20x20

**120 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Sylvan Archers	5	4	4	3	3	1	5	1	8	Infantry
Champion	5	5	5	3	3	1	5	2	8	Infantry
<b>Model Rules</b>	Forest Walker • Lightning Reflexes • Longbow									

<b>Options</b>	Champion • Musician • Standard Bearer
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**SYLVAN ARCHERS #2**  
Sylvan Archers **x10** - Standard - Infantry - 20x20

**120 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Sylvan Archers	5	4	4	3	3	1	5	1	8	Infantry
Champion	5	5	5	3	3	1	5	2	8	Infantry
<b>Model Rules</b>	Forest Walker • Lightning Reflexes • Longbow									

<b>Options</b>	Champion • Musician • Standard Bearer
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**Special**



**WILD HUNTSMEN #1**  
Wild Huntsmen **x5** - Standard - Infantry - 20x20

**770 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	5	5	4	4	3	1	5	1	9	Cavalry
Champion	5	6	5	4	3	1	5	2	9	Cavalry
Elven Deer	9	3	-	4	3	1	4	1	3	
<b>Model Rules</b>	Devastating Charge (Rider only) • Light Troops • Frenzy • Ward Save (6+) • Forest Walker (Rider only) • Lightning Reflexes (Rider only) • Mount's Protection (6+) • Light Armour • Light Lance									

<b>Options</b>	Shield • Champion • Musician • Standard Bearer
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**WILD HUNTSMEN #2**  
Wild Huntsmen **x5** - Standard - Infantry - 20x20

**770 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	5	5	4	4	3	1	5	1	9	Cavalry
Champion	5	6	5	4	3	1	5	2	9	Cavalry
Elven Deer	9	3	-	4	3	1	4	1	3	
<b>Model Rules</b>	Devastating Charge (Rider only) • Light Troops • Frenzy • Ward Save (6+) • Forest Walker (Rider only) • Lightning Reflexes (Rider only) • Mount's Protection (6+) • Light Armour • Light Lance									

<b>Options</b>	Shield • Champion • Musician • Standard Bearer
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**Rare**



**FOREST EAGLE #1**  
Forest Eagle - Standard - Infantry - 20x20

**60 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Forest Eagle	2	5	-	4	4	3	4	2	8	Monstrous Beast
<b>Model Rules</b>	Strider (Forest) • Fly (9)									

**Options**

May take Armour Piercing (1) • May take Lightning Reflexes

**PATHFINDERS #1**  
Pathfinders x12 - Standard - Infantry - 20x20**671** POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Pathfinders	5	5	5	3	3	1	5	1	8	Infantry
Champion	5	6	6	3	3	1	5	2	8	Infantry
<b>Model Rules</b>	Skirmisher • Forest Walker • Lightning Reflexes • Scout • Master Archer • Sylvan Blades • Longbow									

**Options**

Champion

**Magics****Model Rules****Crush Attack:****Dances of Cenyrn:****Devastating Charge:****Devastating Charge (Rider only):****Flammable:****Fly (9):****Forest Walker:****Forest Walker (Rider only):****Frenzy:****Hatred:****Hatred (if joined by a Dryad Matriarch):****Immune to Psychology:****Impaling Roots:****Innate defence (3+):****Innate Defence (5+):****Light Armour:****Light Lance:****Light Troops:****Lightning Reflexes:****Lightning Reflexes (Rider only):****Longbow:****Master Archer:****Mount's Protection (6+):****Multiple Shots (Attacks on profile):****Not A Leader:****Otherworldly:****Scout:****Skirmisher:****Strider (Forest):****Stubborn:**

Sylvan Blades:

Ward Save ( 4+ ):

Ward Save (6+):

### Qr codes of your army

Your 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.

Dryad Matriarch #1	Dryads #1	Forest Eagle #1	Forest Prince #1	Pathfinders #1	Sylvan Archers #1	Sylvan Archers #2	Treefather Ancient #1	Wild Huntsmen #1	Wild Huntsmen #2
									