



# SYLVAN ELVES

## KILL THE DEMONS - 4 628 POINTS



1910 pts (42.00 %) 1110 pts (25.00 %) 868 pts (19.00 %) 910 pts (20.00 %)  
**Characters** (40 Max) **Core** (25 Least) **Special** (0 NoLimit) **Unseen Arrows** (30 Max)

### Characters



#### FOREST PRINCE #1

Forest Prince - Gigantic - Beast - 50x100mm

755 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						



#### MOUNT DRAGON

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	C	Strider, Fly (7",14", 7",14"), Light Troops		
	7"	14"				
Defensive	HP	Def	Res	Arm		
	6	5	6	4		
Offensive	Att	Off	Str	Ap	Agi	
Dragon	5	5	6	3	3	
Harnessed, Breath Attack						

Options Sylvan Longbow (0+) • Sylvan Blades • Dragon • General • Obsidian Rock • Titanic Might



#### DRUID #1

Druid - Standard - Cavalry - 25x50mm

470 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Wizard Apprentice, Forest Walker, Tree Singing		
Defensive	HP	Def	Res	Arm		
	3	4	3	0		
Offensive	Att	Off	Str	Ap	Agi	
Druid	1	4	3	0	5	
Lightning Reflexes, Hand Weapon						



#### MOUNT UNICORN

Global	Adv	Mar	Dis	Model Rules		
	10"	20"	C	Strider		
Defensive	HP	Def	Res	Arm		
	C	C	4	C+1		
				Aegis (+1, max 4+)		
Offensive	Att	Off	Str	Ap	Agi	
Unicorn	2	5	4	1	5	
Harnessed, Magical Attacks, Devastating Charge						

Options Druidism • Wizard Master • Unicorn • Talisman of Shielding



### DRUID #2

Druid - Standard - Cavalry - 25x50mm

230 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Wizard Apprentice, Forest Walker, Tree Singing	
Defensive	HP	Def	Res	Arm	
	3	4	3	0	
Offensive	Att	Off	Str	Ap	Agi
Druid	1	4	3	0	5

Lightning Reflexes, Hand Weapon



### MOUNT ELVEN HORSE

Global	Adv	Mar	Dis	Model Rules	
	9"	18"	C	Strider	
Defensive	HP	Def	Res	Arm	
	C	C	C	C+1	
Offensive	Att	Off	Str	Ap	Agi
Elven Horse	1	3	3	0	4

Harnessed

#### Options

Druidism • Wizard Adept • Elven Horse



### DRYAD ANCIENT #1

Dryad Ancient - Standard - Infantry - 25x25mm

220 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	9	Forest Walker, Tree Singing, Sylvan Spirit	
Defensive	HP	Def	Res	Arm	
	3	6	4	0	
Offensive	Att	Off	Str	Ap	Agi
Dryad Matriarch	3	6	4	1	7

Aegis (5+)

Hatred, Hand Weapon

#### Options

Divination • Wizard Adept



### CHIEFTAIN #1

Chieftain - Standard - Infantry - 20x20mm

235 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
Lords of the Forest - Chieftain	3	6	4	1	7

Lightning Reflexes, Hand Weapon

#### Options

Battle Standard Bearer • Blade Dancer

Core



### SYLVAN ARCHERS #1

Sylvan Archers x10 - Standard - Infantry - 20x20mm


250 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>	
	5"	10"	8	Scoring, Forest Walker	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Sylvan Archers	1	4	3	0	5


Options	Musician
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### HEATH RIDERS #1


Heath Riders x5 - Standard - Cavalry - 25x50mm

## 205 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	9"	18"	8	Scoring, Forest Walker	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	1	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Heath Rider	1	4	3	0	5
Elven Horse	1	3	3	0	4


Options	Heath Hunters
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### SYLVAN ARCHERS #2


Sylvan Archers x10 - Standard - Infantry - 20x20mm

## 250 POINTS



<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	4	3	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Sylvan Archers	1	4	3	0	5


Options	Musician
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### DRYADS #1

Dryads x23 - Standard - Infantry - 25x25mm


## 405 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	8	Scoring, Forest Walker, Sylvan Spirit	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	0	Aegis (5+)
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Dryads	2	4	4	1	5

Options	Champion • Scoring
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Special



### WILD HUNTSMEN #1


Wild Huntsmen x6 - Standard - Cavalry - 25x50mm

## 360 POINTS



Global	Adv	Mar	Dis	Model Rules		
	9"	18"	9	Light Troops, Fearless, Frenzy, Forest Walker		
Defensive	HP	Def	Res	Arm		
	1	3	3	1	Aegis (6+), Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Wild Huntsman	2	5	4	1	6	Battle Focus, Lightning Reflexes, Devastating Charge
Elven Deer	1	3	4	1	4	Harnessed


<b>Options</b>	Shield • Champion • Standard Bearer • Sylvan Lance
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### BLADE DANCERS #1

Blade Dancers x15 - Standard - Infantry - 20x20mm


## 508 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Light Troops, Fearless, Forest Walker, Dances of Cenyrn		
Defensive	HP	Def	Res	Arm		
	1	6	3	0	Aegis (6+), Hard Target (1, 1), Magic Resistance (1, 1)	
Offensive	Att	Off	Str	Ap	Agi	
Blade Dancers	1	5	4	1	6	Lightning Reflexes, Sylvan Blades

<b>Options</b>	Champion • Musician • Standard Bearer • Aether Icon
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## Unseen Arrows



### SYLVAN SENTINELS #1

Sylvan Sentinels x10 - Standard - Infantry - 20x20mm


## 385 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Light Troops, Skirmisher, Forest Walker		
Defensive	HP	Def	Res	Arm		
	1	4	3	0	Hard Target (1, 1)	
Offensive	Att	Off	Str	Ap	Agi	
Sylvan Sentinels	1	4	3	0	5	Poison Attacks, Lightning Reflexes, Sylvan Longbow (3+, 3+)

<b>Options</b>	Sylvan Blades • Scout
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<b>Notes</b>	0-1 unité si votre armée contient au moins 2 unités de Pisteurs forestiers
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### SYLVAN SENTINELS #2

Sylvan Sentinels x10 - Standard - Infantry - 20x20mm

## 355 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Light Troops, Skirmisher, Forest Walker		
Defensive	HP	Def	Res	Arm		
	1	4	3	0	Hard Target (1, 1)	
Offensive	Att	Off	Str	Ap	Agi	
Sylvan Sentinels	1	4	3	0	5	Poison Attacks, Lightning Reflexes, Sylvan Longbow (3+, 3+)

<b>Options</b>	Sylvan Blades
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<b>Notes</b>	0-1 unité si votre armée contient au moins 2 unités de Pisteurs forestiers
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## Magics

### Racial Trait Spell

	Casting	Range	Type	Duration
Forest Embrace				
Mf	4+ [7+]	18"	Augment	Last one Turn
Place a <i>Forest Terrain Feature</i> 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'.]				



Divination

**The Conclave:** Spells from Divination gain +3" range up to a maximum of +9" for each additional friendly Wizard within 12" of the Caster. This bonus can never increase the combined modifier beyond +9", however other sources may.

		Casting	Range	Type	Duration	Effect
A	Guiding Light		12"	Augment	Last one Turn	Discipline Tests of units with all models affected by the spell are subject to Minimised Roll. A unit cannot be affected by this spell more than once per Magic Phase.
1	Know Thy Enemy	7+ [12+]	18" [6"Aura]	Augment	Last one Turn	The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.
2	Fate's Judgement	5+ [9+]	18"	Hex, Missile, Damage	Instant	The target suffers <b>D3 [D6]</b> hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).
3	Scrying	7+ [12+]	18" [6"Aura]	Augment	Last one Turn	The target gains Distracting and Hard Target.
4	The Stars Align	8+ [12+]	18" [6"Aura]	Augment	Last one Turn	The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat <b>and Shooting</b> Attacks.
5	Unerring Strike	7+ [10+]	18"	Hex, Missile, Damage	Instant	The target suffers <b>2D6 [3D6]</b> hits that wound on 4+ with Armour Penetration 1, Divine Attacks and Magical Attacks.
6	Portent of Doom	8+	24"	Hex	Permanent	When calculating Combat Score, a side with units containing at least one model affected by the spell suffers -X to its Combat Score (for each affected unit and instance of the spell), where X is equal to the number of Characters in the unit, increased by 1 if the unit contains any R&F models. A Character leaving a unit that was the target of the spell no longer is affected by the spell, unless the Character was a single model unit that was the initial target of the spell.



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.

		Casting	Range	Type	Duration	Effect
5	Stone Skin	9+ {8+}	12"	Augment	Last one Turn	The Range of this spell can be measured from the Caster or from any <b>Hill</b> Terrain Feature on the board. The target gains <b>+2 {+3}</b> Resilience.
3	Entwining Roots	6+ {5+}	12"	Hex	Last one Turn	The Range of this spell can be measured from the Caster or from any <b>Forest</b> Terrain Feature on the board. The target suffers <b>-1 {-2}</b> Offensive Skill, <b>-1 {-2}</b> Defensive Skill, and <b>-1 {-2}</b> to hit with Shooting Attacks.
4	Summer Growth	11+ {10+}	24"	Augment	Instant	This spell has different effects depending on the target: <b>Standard Infantry/Beast*</b> : Raise <b>4 {6}</b> Health Points. <b>Towering Presence**</b> : Raise <b>1 {1}</b> Health Point. <b>Anything else***</b> : Raise <b>2 {3}</b> Health Points. * More than half of the models in the unit are both Standard Height and either Type Infantry or Beast Type. ** More than half of the models in the unit have Towering Presence. *** Use this if neither of the above is applies.

		Casting Range	Range	Type	Duration	Effect
6	Spirits of the Wood	7+ {6+}	12"	Augment, {Universal}	Last one Turn	Place a Forest Terrain Feature underneath the target (this can be substituted by placing a marker or the spell card 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). {If the target is a friendly unit, it gains Strider (Forest).}
1	Healing Waters	7+ {6+}	12"	Augment	Last one Turn	The Range of this spell can be measured from the Caster or from any Water Terrain Feature on the board. The target gains Fortitude (5+) {(4+)}.
A	Fountain of Youth		12"	Augment, Focused	Instant	The target or its unit Recovers {Raises} 1 Health Point. No single model can Recover (or Raise) more than 1 Health Point per phase from this spell.
0	The Oaken Throne	4+	Caster	Caster	Permanent	If any friendly Caster is affected by The Oaken Throne, certain spells are cast with an amplified version. Use any text marked with {} and ignore any red text. The Oaken Throne must already be in play when a spell is cast in order to use the {amplified} Attribute. This spell is ended if any friendly Caster attempts to cast The Oaken Throne again, or if the opponent removes a dice from their Magic Dice pool at the end of step 3 of any Magic Phase sequence (after Siphon the Veil).
2	Master of Earth	6+ {5+}	18"	Hex, Damage, Direct	Instant	The range of this spell can be measured from the Caster or from any Impassable Terrain Terrain Feature on the board. The target suffers D6 hits with Strength 4 {5}, Armour Penetration 1 {2} and Magical Attacks.

## Magic items

**Obsidian Rock:** The bearer gains Magic Resistance (2).

**Titanic Might:** Attacks made with this enchanted weapon gain +3 Strength and become Magical Attacks.

**Talisman of Shielding:** The bearer gains Aegis (5+).

## Magic banners

**Aether Icon:** The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

## Model Rules

**Accurate:**

**Aegis:**

**Battle Focus:** If the attack hits with a natural to-hit roll of '6', the attack causes two hits instead of one.

**Dances of Cenyryn:** Universal Rule.

At the start of each Round of Combat, units consisting entirely of models with this rule must choose one of the dances listed below and apply its effects until the end of the Round of Combat.

The unit cannot choose this dance again until after one of the following has happened:

- The unit is no longer Engaged in Combat.
- The unit has chosen a different dance.

Dance of Bedevilments:

Fear and enemy units in base contact with the model do not receive any Rank Bonus to their Combat Score.

Dance of Biting Wind:

+1 Armour Penetration and Lethal Strike.

Dance of the Parting Mists:

Aegis (3+), -1 Strength, and -1 Armour Penetration.

Dance of Whirling Blades:

+1 Attack Value.

**Devastating Charge:** Attacks & Weapons, Melee

A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

**Fearless:** If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

**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.

**Frenzy:** A unit with at least half its models with Frenzy cannot choose Flee as Charge Reaction, and when taking Discipline Tests, apply the following:

- If it is a Panic Test, Decimated Test or Fear Test: the unit gains +2 Discipline.
- If it is a Break Test, roll the test as normal.
- If it is any other Discipline Test, the unit suffers -2 Discipline.

At the start of the Charge Phase, each of your units with at least one model with Frenzy that could Declare a Charge against an enemy unit within the unit's Advance Rate +7" (using the lowest Advance Rate among the unit's models; if a model has more than 1 Advance Rate available, use the highest one) must take a Discipline Test, called a Frenzy Test. If the test is failed, the whole unit must Declare a Charge this Player Turn. Note that Characters are never forced to charge out of their units.

**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 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.

**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:**

**Magic Resistance:**

**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.

**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.

**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.

**Sylvan Blades:** Close Combat Weapon

Follows the rules for Paired Weapons. In addition, attacks made with Sylvan Blades gain +1 Armour Penetration.

**Sylvan Lance:** Close Combat Weapon

Follows the rules for Light Lances. In addition, attacks made with a Sylvan Lance gain +1 Armour Penetration.

**Sylvan Longbow:** Shooting Weapon

0-55 Models with Sylvan Longbow per Army.

Follows the rules for Longbows. In addition, 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:** 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 Apprentice:** - Knows 1 spell.

- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.

## 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 Prince #1



Druid #1



Druid #2



Dryad Ancient #1



Chieftain #1



Sylvan Archers #1



Heath Riders #1



Sylvan Archers #2



Dryads #1





Wild Huntsmen #1



Blade Dancers #1



Sylvan Sentinels #1



Sylvan Sentinels #2

