



SYLVAN ELVES

OST ANCESTRALE II - 5 090 POINTS



867 pts (17.00 %) 772 pts (15.00 %) 430 pts (8.00 %) 2533 pts (50.00 %) 488 pts (10.00 %) 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 - 20x20mm

268 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	-	-	-	-	-	-	
Model Rules	Forest Walker • Lightning Reflexes									
Model Rules (Bonus Pathfinder)	Scout • Master Archer • Multiple Shots (Attacks on profile)									

Options Pathfinder • May take a Longbow • Great Weapon • Mithril Mail - models on foot only (Lords) • Talisman of Greater Shielding x1 • Hail Shot



HIGH DRUID #1

High Druid - Standard - Infantry - 20x20mm

220 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
High Druid	5	4	4	3	3	3	5	1	9	Infantry
Model Rules	Forest Walker • Lightning Reflexes									

Options Dispel Scroll

Magic Level 3 Wizard Master . Generate spells from Path of Black Magic, Path of White Magical or any of the Paths of Battle Magic.

Notes Domaine de la Sauvagerie Bestiale

Heroes



CHIEFTAIN #1

Chieftain - Standard - Infantry - 20x20mm

130 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chieftain	5	6	6	4	3	2	7	3	9	Infantry
Bonus Pathfinder	-	-	+1	-	-	-	-	-	-	
Model Rules	Forest Walker • Lightning Reflexes									
Model Rules (Bonus Pathfinder)	Scout • Scout • Master Archer • Master Archer • Multiple Shots (Attacks on profile) • Multiple Shots (Attacks on profile)									

Options Pathfinder • Light Armour • Bow of Wyscan



CHIEFTAIN #1


Chieftain - Standard - Infantry - 20x20mm

143 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chieftain	5	6	6	4	3	2	7	3	9	Infantry
Bonus Forest Guardian	-	-	-	-	-	-	-	+1	-	
Model Rules	Forest Walker • Lightning Reflexes									
Model Rules (Bonus Forest Guardian)	Innate Defence (5+) • Innate Defence (5+)									


Options	Forest Guardian • Light Armour • Shield • Sacred Spear of Cadaron (Heroes) • Dragonscale Helm
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CHIEFTAIN - BSB

Chieftain - BSB - Standard - Infantry - 20x20mm


157 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chieftain	5	6	6	4	3	2	7	3	9	Infantry
Bonus Pathfinder	-	-	+1	-	-	-	-	-	-	
Model Rules	Forest Walker • Lightning Reflexes									

Options	Pathfinder • May take a Longbow • Light Armour • Elven Cloak • Holy Icon
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Core



FOREST GUARD #1


Forest Guard x20 - Standard - Infantry - 20x20mm

1 705 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Forest Guard	5	5	4	3	3	1	5	1	8	Infantry
Champion	5	6	5	3	3	1	5	2	8	Infantry
Model Rules	Bodyguard (Forest Prince, Chieftain) • Forest Walker • Lightning Reflexes • Spear • Light Armour									


Options	May take a Shield • Champion • Musician • Standard Bearer • War Standard
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HEATH RIDERS #1


Heath Riders x5 - Standard - Infantry - 20x20mm

460 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	5	4	4	3	3	1	5	1	8	Cavalry
Elven Horse	9	3	-	3	3	1	4	1	3	
Model Rules	Forest Walker (Rider only) • Lightning Reflexes (Rider only) • Fast Cavalry • Light Lance • Mount's Protection (6+) • Light Armour • Longbow									


Options	Musician
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SYLVAN ARCHERS #1


Sylvan Archers x10 - Standard - Infantry - 20x20mm

160 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
Model Rules	Forest Walker • Lightning Reflexes • Longbow									


Options	May take Black Arrows (050 Choice) • Champion • Musician • Standard Bearer
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SYLVAN ARCHERS #1

Sylvan Archers x14 - Standard - Infantry - 20x20mm

208 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
Model Rules	Forest Walker • Lightning Reflexes • Longbow									

Options	May take Black Arrows (050 Choice) • Champion • Musician • Standard Bearer
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Special



BLADE DANCERS #1

Blade Dancers **x10** - Standard - Infantry - 20x20mm

470 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Blade Dancers	5	6	4	4	3	1	5	2	8	Infantry
Champion	5	7	5	4	3	1	5	3	8	Infantry
Model Rules	Magic Resistance (1) • Immune to Psychology • Skirmishers • Forest Walker • Lightning Reflexes • Ward Save (6+) • Dances of Cenyrr • Sylvan Blades									

Options	Champion • Musician
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KESTREL KNIGHTS #1

Kestrel Knights **x3** - Standard - Infantry - 20x20mm

397 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	5	5	4	4	3	1	5	1	9	Monstrous Cavalry
Champion	5	6	5	4	3	1	5	2	9	Monstrous Cavalry
Kestrel	2	5	-	4	4	3	4	2	5	
Model Rules	Fast Cavalry • Fly (9) • Forest Walker (Rider only) • Lightning Reflexes (Rider only) • Sylvan Lance • Mount's Protection (6+) • Longbow									
Model Rules (Rider)	Devastating Charge									
Model Rules (Kestrel)	Armour Piercing (1)									

Options	Light Armour • Skirmishers (max 3 models) • Champion
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Rare



PATHFINDERS #1

Pathfinders **x9** - Standard - Infantry - 20x20mm

192 POINTS



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



SYLVAN SENTINELS #1

Sylvan Sentinels **x8** - Standard - Infantry - 20x20mm

345 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Sylvan Sentinels	5	4	4	3	3	1	5	1	8	Infantry
Model Rules	Skirmishers • Forest Walker • Lightning Reflexes • Longbow									

Options	A single unit may take Scout special rule • May take Hawthorn Points
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TREEFATHER #1

Treefather - Standard - Infantry - 20x20mm

235 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Treefather	5	5	5	6	6	5	2	5	8	Monster
Model Rules	Otherworldly • Stubborn • Forest Walker • Flammable • Crush Attack • Innate defence (3+)									

Options

May take Impaling Roots

Magics

Magic items

Bow of Wyscan:

Dragonscale Helm:

Sacred Spear of Cadaron (Heroes):

Hail Shot:

Mithril Mail - models on foot only (Lords):

Talisman of Greater Shielding:

Dispel Scroll:

Magic banners

Holy Icon:

War Standard:

Model Rules

Armour Piercing (1):

Bodyguard (Forest Prince, Chieftain):

Crush Attack:

Dances of Cenyrn:

Devastating Charge:

Fast Cavalry:

Flammable:

Fly (9):

Forest Walker:

Forest Walker (Rider only):

Frenzy:

Immune to Psychology:

Innate defence (3+):

Innate Defence (5+):

Light Armour:

Light Lance:

Light Troops:

Lightning Reflexes:

Lightning Reflexes (Rider only):

Longbow:

Magic Resistance (1):

Master Archer:

Mount's Protection (6+):

Multiple Shots (Attacks on profile):

Not A Leader:

Otherworldly:

Scout:

Skirmisher:

Skirmishers:

Spear:

Stubborn:

Sylvan Blades:

Sylvan Lance:

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.

Blade Dancers #1



Chieftain #1



Chieftain #1



Chieftain - BSB



Forest Guard #1



Forest Prince #1



Heath Riders #1



High Druid #1



Kestrel Knights #1



Pathfinders #1



Sylvan Archers #1



Sylvan Archers #1



Sylvan Sentinels #1



Treefather #1

