



SYLVAN ELVES

TEST - 3 573 POINTS



1205 pts (34.00 %) **817 pts (23.00 %)** 1240 pts (35.00 %) 311 pts (9.00 %)
Characters **Core** **Special** **Unseen Arrows**
 (40 Max) (25 Least) (0 NoLimit) (30 Max)

Characters



FOREST PRINCE #1

Forest Prince - Standard - Cavalry - 50x50mm

470 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 GREAT ELK

Global	Adv	Mar	Dis			Model Rules
	8"	16"	C			Strider
Defensive	HP	Def	Res	Arm		
	C	C	5	C+1		
Offensive	Att	Off	Str	Ap	Agi	
Great Elk	2	4	4	1	4	Harnessed


Options | Light Armour • Shield • Elven Cloak • Sylvan Blades • Great Elk • General • Death Cheater



DRUID #1

Druid - Standard - Infantry - 20x20mm

415 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

Options | Druidism • Wizard Master • Binding Scroll x1



THICKET SHEPHERD #1

Thicket Shepherd - Large - Infantry - 40x40mm

320 POINTS



Global	Adv	Mar	Dis			Model Rules
	5"	10"	9			Emboldening Boughs, Forest Walker, Sylvan Spirit, A Shepherd and its Flock
Defensive	HP	Def	Res	Arm		
	4	5	5	3		Aegis (5+), Flammable
Offensive	Att	Off	Str	Ap	Agi	
Thicket Shepherd	4	5	5	3	4	Hand Weapon

Options

Battle Standard Bearer

Core

**SYLVAN ARCHERS #1**Sylvan Archers **x10** - Standard - Infantry - 20x20mm**270** POINTS

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Scoring, Forest Walker	
Defensive	HP	Def	Res	Arm	
	1	4	3	0	
Offensive	Att	Off	Str	Ap	Agi
Sylvan Archers	1	4	3	0	5

Lightning Reflexes, Sylvan Longbow (3+, 3+)

Options

Champion • Musician • Standard Bearer

**SYLVAN ARCHERS #2**Sylvan Archers **x10** - Standard - Infantry - 20x20mm**270** POINTS

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Scoring, Forest Walker	
Defensive	HP	Def	Res	Arm	
	1	4	3	0	
Offensive	Att	Off	Str	Ap	Agi
Sylvan Archers	1	4	3	0	5

Lightning Reflexes, Sylvan Longbow (3+, 3+)

Options

Champion • Musician • Standard Bearer

**DRYADS #1**Dryads **x15** - Standard - Infantry - 25x25mm**277** POINTS

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

Aegis (5+)

Options

Champion

Special

**THICKET BEASTS #1**Thicket Beasts **x6** - Large - Infantry - 40x40mm**605** POINTS

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Scoring, Emboldening Boughs, Forest Walker, Sylvan Spirit, Bodyguard	
Defensive	HP	Def	Res	Arm	
	3	4	5	3	
Offensive	Att	Off	Str	Ap	Agi
Thicket Beasts	3	4	5	2	3

Aegis (5+), Flammable

Options	Champion
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FOREST EAGLE #1

Forest Eagles - Large - Beast - 50x50mm

100 POINTS



Global	Adv	Mar	Dis	Model Rules	
	2"	4"	8	Strider, Light Troops, Fly (9", 18", 9", 18")	
	9"	18"			
Defensive	HP	Def	Res	Arm	
	3	5	4	0	
Offensive	Att	Off	Str	Ap	Agi
Forest Eagle	2	5	4	1	4




FOREST EAGLE #2

Forest Eagles - Large - Beast - 50x50mm

100 POINTS




Global	Adv	Mar	Dis	Model Rules	
	2"	4"	8	Strider, Light Troops, Fly (9", 18", 9", 18")	
	9"	18"			
Defensive	HP	Def	Res	Arm	
	3	5	4	0	
Offensive	Att	Off	Str	Ap	Agi
Forest Eagle	2	5	4	1	4



TREEFATHER #1

Treefather - Gigantic - Infantry - 75x50mm


435 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Stubborn, Forest Walker, Tree Singing, Sylvan Spirit		
Defensive	HP	Def	Res	Arm		
	5	5	6	4	Aegis (5+), Flammable	
Offensive	Att	Off	Str	Ap	Agi	
Treefather	5	5	6	3	2	Crush Attack, Impaling Roots (3+, 3+)

Notes	0-1 Unit/Army if the Army List includes any Avatar of Nature, Dragon, or Treefather Ancient. 0-1 unités/armée si la Liste d'armée inclut un Avatar de la Nature, un Dragon ou un Père des arbres vénérable
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Unseen Arrows



SYLVAN SENTINELS SCOUT

Sylvan Sentinels x8 - Standard - Infantry - 20x20mm

311 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+)

Options	Sylvan Blades • Champion • Scout
Notes	0-1 unité si votre armée contient au moins 2 unités de Pisteurs forestiers

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
Forest Embrace				
<i>Mf</i>	4+ [7+]	18"	Augment	Last one Turn
<p><i>Place a Forest Terrain Feature underneath the target (this can be substituted by placing a marker next to the unit).</i></p> <p><i>This Forest always extends to the edges of the target's Unit Boundary (even if the unit moves or changes formation).</i></p> <p><i>[Enemy units in base contact with the target must reroll natural to-hit rolls of '6']</i></p>				



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 Hill Terrain Feature on the board. The target gains +2 {+3} 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 Forest Terrain Feature on the board. The target suffers -1 {-2} Offensive Skill, -1 {-2} Defensive Skill, and -1 {-2} to hit with Shooting Attacks.
4	Summer Growth	11+ {10+}	24"	Augment	Instant	This spell has different effects depending on the target: Standard Infantry/Beast* : Raise 4 {6} Health Points. Towering Presence** : Raise 1 {1} Health Point. Anything else*** : Raise 2 {3} 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.
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

Death Cheater: The wearer gains +1 Armour and Fortitude (4+).

Binding Scroll: One use only. May be activated after Siphon the Veil (at the end of step 3 of the Magic Phase Sequence). When activated, pick an enemy model and select one of its Attribute, Bound, or Learned Spells. The selected model cannot cast the chosen instance of the spell during this Magic Phase. Only a single Binding Scroll may be activated during the same phase.

Model Rules

A Shepherd and its Flock: Universal Rule.
The model cannot join a unit that contains another model with this rule.

Accurate:

Aegis:

Bodyguard: When a Character is joined to a unit in which at least one model has Bodyguard, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

Crush Attack:

Emboldening Boughs: A unit with more than half of its models with Emboldening Boughs gains Stubborn while more than half of the unit's models are inside a Forest with the centre of their bases.

Flammable:

Fly: The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move, Charge, or an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

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:

Impaling Roots: Shooting Weapon

Range 12", Shots D6+1, Str 4, AP 1, Quick to Fire, March and Shoot, 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 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:

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.

Strider: The model automatically passes Dangerous Terrain Tests taken due to Terrain.

If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain.

Sometimes Strider is linked to a specific type of Terrain, stated in brackets.

In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

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 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.
The Wizard selects its spells as described in Spell Selection

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 profile with your phone.

Forest Prince #1



Druid #1



Thicket Shepherd #1



Sylvan Archers #1



Sylvan Archers #2



Dryads #1



Thicket Beasts #1



Forest Eagle #1



Forest Eagle #2



Treefather #1



Sylvan Sentinels scout

