



# SYLVAN ELVES

## DEATH FROM ABOVE - 4 453 POINTS



1510 pts (34.00 %) 1193 pts (27.00 %) 1060 pts (24.00 %) 1030 pts (23.00 %)

**Characters** (40 Max)    **Core** (25 Least)    **Special** (0 NoLimit)    **Unseen Arrows** (30 Max)

### Characters



#### DRUID #1

Druid - Standard - Infantry - 20x20mm

465 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	
<b>Druid</b>	1	4	3	0	5 <b>Lightning Reflexes, Hand Weapon</b>	

#### Options

Cosmology • Wizard Master • Binding Scroll x1 • Talisman of the Void



#### 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 <b>Aegis (5+), Flammable</b>		
Offensive	Att	Off	Str	Ap	Agi	
<b>Thicket Shepherd</b>	4	5	5	3	4 <b>Hand Weapon</b>	

#### Options

Battle Standard Bearer



#### TREEFATHER ANCIENT

Treefather Ancient - Gigantic - Infantry - 75x50mm

725 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Stubborn, Forest Walker, Tree Singing, Sylvan Spirit		
Defensive	HP	Def	Res	Arm		
	6	4	6	4 <b>Aegis (5+), Flammable</b>		
Offensive	Att	Off	Str	Ap	Agi	
<b>Treefather Ancient</b>	3	4	5	2	2 <b>Crush Attack, Impaling Roots (4+, 4+), Hand Weapon</b>	

#### Options

Divination • Wizard Master • General

### Core



### HEATH RIDERS #1

Heath Riders x5 - Standard - Cavalry - 25x50mm

205 POINTS



Global	Adv	Mar	Dis	Model Rules		
	9"	18"	8	Scoring, Forest Walker		
Defensive	HP	Def	Res	Arm		
	1	4	3	1	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Heath Rider	1	4	3	0	5	Lightning Reflexes, Devastating Charge, Sylvan Lance
Elven Horse	1	3	3	0	4	Harnessed

Options	Heath Hunters
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### HEATH RIDERS #2

Heath Riders x5 - Standard - Cavalry - 25x50mm

205 POINTS



Global	Adv	Mar	Dis	Model Rules		
	9"	18"	8	Scoring, Forest Walker		
Defensive	HP	Def	Res	Arm		
	1	4	3	1	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Heath Rider	1	4	3	0	5	Lightning Reflexes, Devastating Charge, Sylvan Lance
Elven Horse	1	3	3	0	4	Harnessed

Options	Heath Hunters
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### FOREST GUARD #1

Forest Guard x24 - Standard - Infantry - 20x20mm

362 POINTS



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

Options	Champion • Musician • Standard Bearer • Elven Cloak, Sylvan Blades • Rending Banner
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### DRYADS #1

Dryads x24 - Standard - Infantry - 25x25mm

421 POINTS



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

Options	Champion • Scoring
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# Special



## THICKET BEASTS #1

Thicket Beasts **x5** - Large - Infantry - 40x40mm

**490** 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	Aegis (5+), Flammable	
Offensive	Att	Off	Str	Ap	Agi	
<b>Thicket Beasts</b>	3	4	5	2	3	

<b>Options</b>	Champion
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## KESTREL KNIGHTS #1

Kestrel Knights **x6** - Large - Cavalry - 40x40mm

**570** POINTS



Global	Adv	Mar	Dis			Model Rules
	2"	4"	9			Feigned Flight, Vanguard, Light Troops, Forest Walker, Fly (9", 18", 9", 18")
	9"	18"				
Defensive	HP	Def	Res	Arm		
	2	5	4	1	Hard Target, Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
<b>Kestrel Knight</b>	1	5	4	1	5	Lightning Reflexes, Devastating Charge, Sylvan Lance
<b>Kestrel</b>	2	5	4	2	4	Harnessed

<b>Options</b>	Standard Bearer • Shield • Predator Pennant
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## Unseen Arrows



## SYLVAN SENTINELS #1

Sylvan Sentinels **x10** - Standard - Infantry - 20x20mm

**345** 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	
<b>Sylvan Sentinels</b>	1	4	3	0	5	Poison Attacks, Lightning Reflexes, Sylvan Longbow (3+, 3+)

<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

**345** 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>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
<b>Forest Embrace</b>				
<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>				



**Duality:** All Cosmology spells are divided into two versions, representing opposing aspects; Cosmos and Chaos. When casting Cosmology spells, always declare which version of the spell you are using. Whenever the Caster successfully casts a non-Bound Cosmology spell, the next Cosmology spell it attempts to cast has its Casting Value reduced by 1, provided this spell is a Cosmology spell of the opposing aspect.

		Casting	Range	Type	Duration	Effect
<b>4</b>	Perception of Strength Chaos	8+	24"	Hex	Last one Turn	The target suffers <b>-1 Strength</b> and <b>-1 Armour Penetration</b> .
<b>5</b>	Unity in Divergence Cosmos	10+	24"	Augment	Last one Turn	All models in the target unit <b>gain Aegis (5+)</b> .
<b>5</b>	Unity in Divergence Chaos	10+	24"	Hex, Damage, Direct	Instant	Each model in the target unit <b>suffers a hit with Strength 3, Armour Penetration 0, and Magical Attacks</b> .
<b>4</b>	Perception of Strength Cosmos	8+	24"	Augment	Last one Turn	The target gains <b>+1 Strength</b> and <b>+1 Armour Penetration</b> .
<b>6</b>	Truth of Time Cosmos	7+	24"	Augment, Focused	Instant	The target <b>Recovers 1 Health Point</b>
<b>6</b>	Touch the Heart chaos	7+	24"	Hex, Missile, Damage, Focused	Instant	The target suffers <b>1 hit that wounds automatically</b> with Armour Penetration 10 and Magical Attacks.
<b>1</b>	Altered Sight Chaos	5+	24"	Hex	Last one Turn	The target suffers <b>-1 Offensive Skill</b> and <b>-1 Defensive Skill</b> , and has its weapons' Aim <b>worsened</b> by 1.
<b>2</b>	Truth of Time Cosmos	5+	24"	Augment	Last one Turn	Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Maximised Roll.
<b>2</b>	Truth of Time Chaos	5+	24"	Hex	Last one Turn	Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Minimised Roll.
<b>1</b>	Altered Sight Cosmos	5+	24"	Augment	Last one Turn	The target gains <b>+1 Offensive Skill</b> and <b>+1 Defensive Skill</b> , and has its weapons' Aim <b>improved</b> by 1.
<b>3</b>	Ice and Fire Cosmos	7+	24"	Hex, Missile, Damage	Instant	The target suffers 2D6 hits with Strength 4, Armour Penetration 0, and <b>Magical Attacks</b> . Successful <b>Special Saves</b> against wounds caused by this spell must be rerolled.
<b>3</b>	Ice and Fire Chaos	7+	24"	Hex, Damage, Augment	Instant	The target suffers 2D6 hits with Strength 4 and Armour Penetration 0, and <b>Magical Attacks</b> . Successful <b>Armour Saves</b> against wounds caused by this spell must be rerolled.



**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.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>5</b>	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.
<b>3</b>	Scrying	7+ [12+]	18" [6"Aura]	Augment	Last one Turn	The target gains Distracting and Hard Target.
<b>4</b>	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.
<b>6</b>	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.
<b>1</b>	Know Thy Enemy	7+ [12+]	18" [6"Aura]	Augment	Last one Turn	The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.
<b>A</b>	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.
<b>2</b>	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).

## Magic items

**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.

**Talisman of the Void:** The bearer gains Channel (1).

## Magic banners

**Rending Banner:** One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.

**Predator Pennant:** The bearer's unit gains **Devastating Charge(Distracting)**.

## Model Rules

**A Shepherd and its Flock:** Universal Rule.

The model cannot join a unit that contains another model with this rule.

**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:**

**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.

**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.

**Feigned Flight:** A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

**Flammable:**

**Fly:** The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers move, 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:**

**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.

#### **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 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:**

**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.

**Shield:** +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

**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.

#### **Spear:**

**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 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.

**Vanguard:** After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

**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.

Druid #1



Heath Riders #1



Heath Riders #2



Thicket Shepherd #1



Thicket Beasts #1



Sylvan Sentinels #1



Sylvan Sentinels #2



Treefather Ancient



Forest Guard #1



Dryads #1



Kestrel Knights #1

