



# SYLVAN ELVES

## LIST SYLVAN ELVES #3 - 460 POINTS



200 pts (43.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 260 pts (57.00 %) 260 pts (57.00 %) 0 pts (0.00 %)  
**Characters** **Forest Giants** **Fleet of Foot** **Unseen Arrows** **Core** **Special**  
 (40 Max) (25 Max) (45 Max) (35 Max) (25 Least) (0 NoLimit)

### Characters

**DRUID #1**  
 Druid - Standard - Infantry - 20x20mm

**200 POINTS**

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Druid	5	4	4	3	3	3	5	1	8	Infantry
<b>Model Rules</b>	Forest Walker • Lightning Reflexes • Wizard Apprentice									

<b>Options</b>	Cosmology • 1 spell • May take the Bound Spell Tree Singing
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### Core

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

**260 POINTS**

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Sylvan Archers	5	4	4	3	3	1	5	1	8	Infantry
<b>Model Rules</b>	Forest Walker • Otherworldly • Scoring • Longbow • Fey Arrows (Black Arrow)									

### Magics



<Duality:> All Cosmology spells are divided into two versions; **Cosmos** and Chaos. When Casting Cosmology spells, always declare which version of the spell you are using.

Whenever a spell from Cosmology is successfully cast and caster had no Cosmology counter, it gains a counter matching that version; a **Cosmos** counter for **Cosmos** version, or a Chaos counter for Chaos version.

Non-Bound Spells from Cosmology have {their Casting Values reduced by 2} when cast by a Caster with a Cosmology counter matching the version of the Spell that is cast (i.e. **Cosmos** versions of spells have reduced casting values for casters with a **Cosmos** counter, and vice versa for Chaos). When a Caster attempts to cast a Cosmology spell of a version not matching its counter, it immediately loses its Cosmology counters.

At the end of each of your Magic Phases, replace all your **Cosmos** counters with Chaos counters, and all Chaos counters with **Cosmos** counters.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>5</b>	Perception of Strength	10+ {8+}	18"	Augment	Last one Turn	The target gains +1 Strength.
<b>3</b>	Truth of Time	9+ {7+}	18"	Augment	Last one Turn	When the target rolls a Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 and discards the lowest D6.
<b>4</b>	Ice and Fire	9+ {7+}	18"	Hex, Missile, Damage	Instant	The target suffers 2D6 Strength 3 hits with Flaming Attacks and Divine Attacks.
<b>6</b>	Unity in Divergence	11+ {9+}	18"	Augment	Last one Turn	All models in the target unit gain a Ward Save (5+).
<b>1</b>	Touch the Heart	7+ {5+}	18"	Augment, Focused	Instant	The target Recovers 1 Wound.
<b>0</b>	Altered Sight	7+ {5+}	24"	Augment	Last one Turn	The target gains +1 Weapon Skill and +1 Ballistic Skill.
<b>2</b>	Mind Games	7+ {5+}	18"	Augment	Remains in play	The target gains +1 Leadership.

### Model Rules

**Fey Arrows (Black Arrow):** Fey Arrows (Black Arrow):

1) Use the Longbow's normal rules

or

2) Ignore penalties for Moving and Shooting, lose Volley Fire, and apply the arrow-specific rules below:

Black Arrow : Strength 4 on Short Range, Armour Piercing (1) on Long Range

**Forest Walker:** Models with this special rule have Strider (Forest). If a unit comprised entirely of models with this special rule starts the Close Combat Phase with the more than half of its footprint in a Forest, then all model parts with this special rule may reroll to-wound rolls of '1' in Close Combat for the duration of that phase. If the army has one or more models with Channel and Forest Walker within a Forest, add an additional +1 to friendly Channel Attempts.

**Lightning Reflexes:** Model parts with this special rule have +1 to hit with their Close Combat Attacks. This does not apply if the model part would be striking at initiative 0 (for example due to a Great Weapon or the Mesmeric Allure spell). If this is the case, it strikes at its own Initiative instead.

**Longbow:**

**Otherworldly:** Models with this special rule have Magical Attacks, are Immune to Psychology and have a Ward Save (5+). Units with the Otherworldly special rule can only be joined by Otherworldly Characters. Similarly, Otherworldly Characters can only join Otherworldly units.

**Scoring:** Units with at least one model with the Scoring special rule are considered Scoring Units and are used for capturing Secondary Objectives. Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with the Scoring special rule are marked in the Armybooks with a special pennant icon:

The Scoring special rule can be lost during the game:

- One or more models in the unit are Light Troops.
- A unit that is Fleeing loses its Scoring special rule for as long as it is Fleeing.
- An Ambushing unit that entered the Battlefield on Game Turn 4 or later loses its Scoring Special rule.
- A unit that has performed a Post-Combat Reform loses its Scoring special rule until the end of the current Player Turn.

**Wizard Apprentice:** Wizard Apprentices add +1 to their casting and dispelling rolls.

## 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.

Druid #1



Sylvan Archers #1

