



# SYLVAN ELVES

## 3000 PTS - 3 495 POINTS



1200 pts (34.00 %) 1225 pts (35.00 %) 805 pts (23.00 %) 540 pts (15.00 %)  
**Characters**      **Core**      **Special**      **Unseen Arrows**  
 (40 Max)      (25 Least)      (0 NoLimit)      (35 Max)

### Characters



#### FOREST PRINCE #1

Forest Prince - Standard - Cavalry - 50x50mm

**555 POINTS**



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Forest Walker		
Defensive	HP	Def	Res	Arm		
	3	7	3	0 (+1, +1)	Light Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Forest Prince	4	7	4	2	9	Accurate, Hand Weapon, Sylvan Lance, Lightning Reflexes



#### MOUNT GREAT ELK

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	C			
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** | General • Wild Hunter • Light Armour • Shield • Elven Cloak • Sylvan Lance • Great Elk • Horn of the Wild Hunt • Shielding Bark • Oaken Might



#### DRUIDE #1

Druid - Standard - Cavalry - 25x50mm

**440 POINTS**



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



#### MOUNT SYLVAN UNICORN

Global	Adv	Mar	Dis	Model Rules		
	10"	20"	C	Magic Resistance (2), Herald of Sura, Strider		
Defensive	HP	Def	Res	Arm		
	C	C	4	C+1		
Offensive	Att	Off	Str	Ap	Agi	
Sylvan Unicorn	2	5	4	1	5	Magical Attacks, Harnessed

**Options** | Druidism • Wizard Master • Sylvan Unicorn



**CHEF SYLVESTRE #1**  
Chieftain - Standard - Infantry - 20x20mm

205 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Forest Walker		
Defensive	HP	Def	Res	Arm		
	3	6	3	0 (+1)	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Chieftain	3	6	4	1	7	Hand Weapon, Lightning Reflexes

<b>Options</b>	Light Armour • Elven Cloak • Sylvan Longbow (1+) • Mist Walker's Mirror
<b>Core</b>	



**GARDES DE LA FORET #1**  
Forest Guard x20 - Standard - Infantry - 20x20mm

245 POINTS



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

<b>Options</b>	Spear and Shield • Champion • Musician • Standard Bearer
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**CAVALIERS DES CLAIRIERES #1**  
Heath Riders x5 - Standard - Cavalry - 25x50mm

275 POINTS



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

<b>Options</b>	Heath Hunters • Champion • Musician • Standard Bearer • Banner of Silent Mist
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**ARCHERS SYLVESTRES #1**  
Sylvan Archers x10 - Standard - Infantry - 20x20mm

230 POINTS



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



**ARCHERS SYLVESTRES #2**  
Sylvan Archers x10 - Standard - Infantry - 20x20mm

**230 POINTS**



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



**GARDES DE LA FORET #2**  
Forest Guard x20 - Standard - Infantry - 20x20mm

**245 POINTS**



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

**Options** | Elven Cloak and Sylvan Blades • Champion • Musician • Standard Bearer

**Special**



**CHASSEURS SAUVAGES #1**  
Wild Huntsmen x5 - Standard - Cavalry - 25x50mm

**310 POINTS**



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

**Options** | Shield • Sylvan Lance • Champion • Musician • Standard Bearer



**DANSELAMES #1**  
Blade Dancers x10 - Standard - Infantry - 20x20mm

**342 POINTS**



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

**Options** | Champion • Musician • Standard Bearer



### AIQLES DE LA FORET #1

Forest Eagles x3 - Large - Beast - 50x50mm

153 POINTS



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

## Unseen Arrows



### SENTINELLES SYLVESTRES #1

Sylvan Sentinels x7 - Standard - Infantry - 20x20mm

265 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Forest Walker, Sylvan Longbow, Light Troops, Skirmisher	
Defensive	HP	Def	Res	Arm	
	1	4	3	0	Hard Target
Offensive	Att	Off	Str	Ap	Agi
Sylvan Sentinel	1	4	3	0	5

Options	Scout • Champion
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## Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<b>H Forest Embrace</b>				
Mf	(4+) {7+}	18"	Augment	Last one Turn
<p>Place a Forest Terrain Feature 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'.</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
1	Fountain of Youth	6+	12"	Augment, Focused	Instant	When resolving the spell, choose one of the following effects: • Recover 1 Health Point of a Character in the target unit. • Raise 4 Health Points of Standard Height R&F models without Tall in the unit. • Raise 2 Health Points of any other models in the unit.
2	Entwining Roots	(5+){8+}	18"	Hex	Last one Turn	The target suffers (-1){-2} Offensive Skill, (-1){-2} Defensive Skill, and (-1){-2} to hit with Shooting Attacks.
3	Healing Waters	8+	18"	Augment	Last one Turn	The target gains Fortitude (6+) and Fortitude (+1, max 3+).
4	Master of Earth	(7+){8+}	(6" ){18" }	Hex, Damage	Instant	The target suffers 2D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.
5	Stone Skin	9+	18"	Augment	Last one Turn	Melee Attacks against the target can never wound on better than 5+.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>6</b>	Summer Growth	12"	11+	Ground	Instant	Friendly units within 6" of the target point Raise D3 Health Points. Models with Towering Presence and Characters Raise 1 Health Point instead.

## Magic items

**Horn of the Wild Hunt:** One use only. May be activated when a friendly unit within 8" fails a roll for Charge Range. The roll may be rerolled.

**Oaken Might:** Attacks made with this weapon gain +3 Strength.

**Shielding Bark:** The wearer gains +1 Armour, **Aegis (5+)**, **Fearless**, **Flammable**, and **Magical Attacks**.

**Mist Walker's Mirror:** One use only. May be activated at the end of the any friendly Movement Phase if the bearer's unit consists entirely of Standard Height Infantry models, is unengaged, and is fully inside a Forest Terrain Feature that doesn't contain any enemy models. Remove the bearer's unit from the Battlefield and place it back on the Battlefield as if deployed with Special Ambush (centre of a Forest Terrain Feature). If the unit cannot be placed, it is destroyed.

## Magic banners

**Banner of Silent Mist:** The bearer's unit gains Soft Cover. Enemy units within 3" of the bearer's unit may not gain any benefit from a Musician.

## 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:** 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.

**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.

**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.

**Frenzy:** At the start of the Charge Phase, each of your nonFleeing units with at least one model with Frenzy that is unengaged, does not contain any Shaken models, and has an enemy unit inside its Front Arc within the unit's Advance Rate +7" must take a Discipline Test, called a Frenzy Test. If the test is failed, the whole unit must declare a Charge this Player Turn if possible.

Frenzy Tests and Restrain Pursuit Tests taken by units with at least one model with Frenzy are subject to Maximised Roll.

If there are different Advance Rates available in the unit, the Advance Rate used for the Frenzy Test and for the Charge Range is determined as follows:

- If a model has more than one Advance Rate (e.g. due to Fly), the model must use the Advance Rate that has the highest chance of completing the Charge.
- If a unit contains models with different Advance Rates, the unit must use the highest Advance Rate that all models in the unit can use (which will usually be the lowest Advance Rate in the unit).

For example, a model with Advance Rate 2" and Fly (8", 16") must use the Advance Rate from Fly. And if a Character in a Combined Unit has Advance Rate 4" while the R&F models have 6", the Combined Unit must use Advance Rate 4". Note that when a unit is forced to declare a Charge due to a failed Frenzy Test, it is not forced to Charge the enemy unit that triggered the Frenzy Test.

**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.

**Heath Hunters:** The model loses Devastating Charge (+1 Str, +1 AP) and Scoring, and gains Sylvan Longbow (3+), **Feigned Flight**, **Light Troops**, and

## Vanguard.

**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:** Close Combat

A Close Combat Attack with Lightning Reflexes gains a +1 to-hit modifier. Model parts with this Attack Attribute wielding Great Weapons do not gain this +1 to-hit modifier, but strike with the Great Weapon at the Initiative Step corresponding to their Agility instead of always striking at Initiative Step 0.

**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.

**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:**

**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.

**Sylvan Blades:** Close Combat Weapon

Paired Weapons. Attacks made with Sylvan Blades gain +1 Armour Penetration.

**Sylvan Lance:** Close Combat Weapon

Light Lance. Attacks made with a Sylvan Lance gain +1 Armour Penetration.

**Sylvan Longbow:** Shooting Weapon

0-55 Models with Sylvan Longbow per Army.

Longbow. 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.

**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

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## QR codes of your army

You can print this page to have all your army's units QR code 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



Druide #1



Chef sylvestre #1



Gardes de la forêt #1



Cavaliers des clairières #1



Archers sylvestres #1



Archers sylvestres #2



Gardes de la forêt #2



Chasseurs sauvages #1



Danselames #1



Sentinelles sylvestres #1



Aigles de la forêt #1

