



SYLVAN ELVES

ARBOLES - 3 293 POINTS



845 pts (24.00 %) 828 pts (24.00 %) 1140 pts (33.00 %) 480 pts (14.00 %)

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

Characters



DRUID

Druid - Large - Cavalry - 50x50mm

355 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



MOUNT EAGLE KING

| Global | Adv | Mar | Dis | Model Rules | |
|-------------------|-----|-----|-----|--|--------------------|
| | 2" | 4" | C | , Fly (9", 18", 9", Strider18") , Light Troops | |
| | 9" | 18" | | | |
| Defensive | HP | Def | Res | Arm | |
| | 4 | C | 4 | C+1 | Hard Target (1, 1) |
| Offensive | Att | Off | Str | Ap | Agi |
| Eagle King | 3 | 5 | 5 | 1 | 4 |

Harnessed

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| Options | Druidism • Wizard Adept • Sylvan Longbow (3+) • Eagle King |
| Magic items | Book of Arcane Mastery • Obsidian Rock |



DRYAD ANCIENT #1

Dryad Ancient - Standard - Infantry - 25x25mm

220 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|------------------------|-----|-----|-----|--|------------|
| | 5" | 10" | 9 | Forest Walker, Tree Singing, Sylvan Spirit | |
| Defensive | HP | Def | Res | Arm | |
| | 3 | 6 | 4 | 0 | Aegis (5+) |
| Offensive | Att | Off | Str | Ap | Agi |
| Dryad Matriarch | 3 | 6 | 4 | 1 | 7 |

Hatred, Hand Weapon

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| Options | Divination • Wizard Adept |
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THICKET SHEPHERD #1

Thicket Shepherd - Large - Infantry - 40x40mm

270 POINTS



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



| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
|-------------------------|------------|------------|------------|-----------|------------|--------------------|
| Thicket Shepherd | 4 | 5 | 5 | 3 | 4 | Hand Weapon |

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| Options | General |
| Core | |

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|  | SYLVAN ARCHERS #1 Sylvan Archers x19 - <i>Standard - Infantry - 20x20mm</i> | 439 POINTS |  |
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| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
|-----------------------|------------|------------|------------|-------------------------------|------------|--|
| | 5" | 10" | 8 | Scoring, Forest Walker | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | 1 | 4 | 3 | 0 | | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Sylvan Archers | 1 | 4 | 3 | 0 | 5 | Lightning Reflexes, Sylvan Longbow (3+, 3+) |



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| Options | Musician |
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|  | DRYADS #1 Dryads x22 - <i>Standard - Infantry - 25x25mm</i> | 389 POINTS |  |
|--|---|-------------------|---|

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

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| Options | Champion |
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| Special | |
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|  | TREEFATHER #1 Treefather - <i>Gigantic - Infantry - 75x50mm</i> | 435 POINTS |  |
|--|---|-------------------|---|

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

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| 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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|  | THICKET BEASTS #1 Thicket Beasts x4 - <i>Large - Infantry - 40x40mm</i> | 375 POINTS |  |
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| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
|------------------|------------|------------|------------|---|------------------------------|--|
| | 5" | 10" | 8 | Scoring, Emboldening Boughs, Forest Walker, Sylvan Spirit, Bodyguard | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | 3 | 4 | 5 | 3 | Aegis (5+), Flammable | |

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|-----------------------|------------|------------|------------|-----------|------------|
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Thicket Beasts | 3 | 4 | 5 | 2 | 3 |


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|----------------|----------|
| Options | Champion |
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|  | WILD HUNTSMEN #1 Wild Huntsmen x5 - Standard - Cavalry - 25x50mm | 330 POINTS |  |
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| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
| | 9" | 18" | 9 | Light Troops, Fearless, Frenzy, Forest Walker | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | 1 | 3 | 3 | 1 | , Light Aegis (6+) Armour | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Wild Huntsman | 2 | 5 | 4 | 1 | 6 | Battle Focus, Lightning Reflexes, Devastating Charge |
| Elven Deer | 1 | 3 | 4 | 1 | 4 | Harnessed |

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| Options | Shield • Champion • Standard Bearer • Sylvan Lance |
| Magic banners | Aether Icon (Banner Enchantment) |

Unseen Arrows

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|  | BRIAR MAIDENS #1 Briar Maidens x5 - Standard - Cavalry - 25x50mm | 325 POINTS |  |
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| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
| | 9" | 18" | 9 | Light Troops, Forest Walker, Wizard Conclave | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | 1 | 4 | 3 | 1 | Aegis (4+) | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Briar Maiden | 1 | 4 | 3 | 0 | 5 | Poison Attacks, Lightning Reflexes (2+), Poisoned Thorn (2+) |
| Elven Deer | 1 | 3 | 4 | 1 | 4 | Harnessed |

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| Options | Champion • Musician • Standard Bearer • Master of Earth • Forest Embrace |
| Magic banners | Aether Icon (Banner Enchantment) |

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|--|---|-------------------|---|
|  | SYLVAN SENTINELS #1 Sylvan Sentinels x5 - Standard - Infantry - 20x20mm | 155 POINTS |  |
|--|---|-------------------|---|

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|-------------------------|------------|------------|------------|--|---------------------------|--|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
| | 5" | 10" | 8 | Light Troops, Skirmisher, Forest Walker | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | 1 | 4 | 3 | 0 | Hard Target (1, 1) | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Sylvan Sentinels | 1 | 4 | 3 | 0 | 5 | Poison Attacks, Lightning Reflexes, Sylvan Longbow (3+, 3+) |

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| Notes | 0-1 unité si votre armée contient au moins 2 unités de Pisteurs forestiers |
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Magics

Racial Trait Spell

| | <i>Casting</i> | <i>Range</i> | <i>Type</i> | <i>Duration</i> |
|--|----------------|--------------|-------------|-----------------|
|--|----------------|--------------|-------------|-----------------|

| | Casting | Range | Type | Duration |
|--|------------|-------|---------|---------------|
| Forest Embrace | | | | |
| <i>Mf</i> | 4+ [7+] | 18" | Augment | Last one Turn |
| 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'.] | | | | |



Divination

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.

| | | Casting | Range | Type | Duration | Effect |
|----------|------------------|-------------|-----------------|----------------------|---------------|---|
| 5 | Unerring Strike | 7+ [10+] | 18" | Hex, Missile, Damage | Instant | The target suffers 2D6 [3D6] hits that wound on 4+ with Armour Penetration 1, Divine Attacks and Magical Attacks. |
| 3 | Screying | 7+ [12+] | 18" [6"Aura] | Augment | Last one Turn | The target gains Distracting and Hard Target. |
| 4 | 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 and Shooting Attacks. |
| 6 | 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. |
| 1 | Know Thy Enemy | 7+ [12+] | 18" [6"Aura] | Augment | Last one Turn | The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility. |
| A | 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. |
| 2 | Fate's Judgement | 5+ [9+] | 18" | Hex, Missile, Damage | Instant | The target suffers D3 [D6] hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed). |



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 |
|----------|---------------------|--------------|--------|----------------------|---------------|--|
| 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).} |
| 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. |
| 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. |
| 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. |

| | | <i>Casting</i> | <i>Range</i> | <i>Type</i> | <i>Duration</i> | <i>Effect</i> |
|---|-----------------|----------------|--------------|-------------|-----------------|---|
| 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. |

Magic items

Book of Arcane Mastery: The bearer's first Casting Attempt in each Magic Phase gains a +2 Casting Modifier. When using a single Magic Dice for this Casting Attempt, a natural roll of '1' or '2' on the Magic Dice is always a failed Casting Attempt, regardless of any modifiers.

Obsidian Rock: The bearer gains Magic Resistance (2).

Magic banners

Aether Icon: The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

Model Rules

A Shepherd and its Flock: Universal Rule.

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

Aegis:

Battle Focus: If the attack hits with a natural to-hit roll of '6', the attack causes two hits instead of one.

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.

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.

Flammable:

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: A unit with at least half its models with Frenzy cannot choose Flee as Charge Reaction, and when taking Discipline Tests, apply the following:

- If it is a Panic Test, Decimated Test or Fear Test: the unit gains +2 Discipline.

- If it is a Break Test, roll the test as normal.

- If it is any other Discipline Test, the unit suffers -2 Discipline.

At the start of the Charge Phase, each of your units with at least one model with Frenzy that could Declare a Charge against an enemy unit within the unit's Advance Rate +7" (using the lowest Advance Rate among the unit's models; if a model has more than 1 Advance Rate available, use the highest one) must take a Discipline Test, called a Frenzy Test. If the test is failed, the whole unit must Declare a Charge this Player Turn. Note that Characters are never forced to charge out of their units.

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.

Hatred: During the first Round of Combat, failed to-hit rolls from attacks with Hatred must be rerolled.

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.

Poisoned Thorn: Shooting Weapon.

Range 12", Shots 1, Str 3, AP 1, Quick to Fire.

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.

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

Wizard Conclave: The Champion of a unit with Wizard Conclave gains +1 Health Point in addition to the normal Characteristics increases associated with being a Champion, and is a Wizard Adept.

This Champion may select up to two spells from predetermined spells given in brackets after Wizard Conclave.

This overrides the Spell Selection rules connected to being a Wizard Adept.

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



Dryad Ancient #1



Thicket Shepherd #1



Sylvan Archers #1



Dryads #1



Treefather #1



Thicket Beasts #1



Wild Huntsmen #1



Briar Maidens #1



Sylvan Sentinels #1

