



# SYLVAN ELVES

## M - 2 505 POINTS



785 pts (31.00 %) 640 pts (26.00 %) 1080 pts (43.00 %) 0 pts (0.00 %)  
**Characters**      **Core**      **Special**      **Unseen Arrows**  
 (40 Max)      (25 Least)      (0 NoLimit)      (35 Max)

### Characters



#### CHIEFTAIN #1

Chieftain - Standard - Infantry - 20x20mm

325 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Forest Walker		
Defensive	HP	Def	Res	Arm		
	3	6	3	0		
Offensive	Att	Off	Str	Ap	Agi	
Chieftain	3	6	4	1	7	

Lightning Reflexes, Hand Weapon

<b>Options</b>	Battle Standard Bearer • Blade Dancer • Light Armour • Elven Cloak • Spear (Hunter's Honour)
<b>Magic items</b>	Hunter's Honour (Spear)



#### DRUID #1

Druid - Standard - Infantry - 20x20mm

460 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

<b>Options</b>	Sylvan Longbow (3+) (Bough of Wyscan) • Wizard Master
<b>Magic items</b>	Bough of Wyscan (Sylvan Longbow (3+))

### Core



#### SYLVAN ARCHERS #1

Sylvan Archers x10 - Standard - Infantry - 20x20mm

235 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

<b>Options</b>	Musician
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#### SYLVAN ARCHERS #2

Sylvan Archers x10 - Standard - Infantry - 20x20mm

235 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	8	Scoring, Forest Walker, Sylvan Longbow	
<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 Archer	1	4	3	0	5

<b>Options</b>	Musician
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### FOREST GUARD #1

Forest Guard x15 - Standard - Infantry - 20x20mm


## 170 POINTS



<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	5	3	0	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Forest Guard	1	5	3	0	5

<b>Options</b>	Elven Cloak and Sylvan Blades • Musician
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## Special



### WILD HUNTSMEN #1


Wild Huntsmen x8 - Standard - Cavalry - 25x50mm

## 399 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	9"	18"	9	Fearless, Frenzy, Light Troops, Forest Walker	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	1	, Light Aegis 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
Elven Deer	1	3	4	1	4

<b>Options</b>	Shield • Sylvan Blades • Champion
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### WILD HUNTSMEN #1

Wild Huntsmen x8 - Standard - Cavalry - 25x50mm

## 399 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	9"	18"	9	Fearless, Frenzy, Light Troops, Forest Walker	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	1	, Light Aegis 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
Elven Deer	1	3	4	1	4

<b>Options</b>	Shield • Sylvan Blades • Champion
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# BLADE DANCERS #1

Blade Dancers x9 - Standard - Infantry - 20x20mm

282 POINTS



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

Options	Champion
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## Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<i>H Forest Embrace</i>				
Mf	(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). 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'}</i></p>				

## Magic items

**Bough of Wyscan:** Shots always set to 1, Str 4 [6], AP 2 [10], Area Attack (1x5), [Multiple Wounds (2)].

**Hunter's Honour:** Attacks made with this weapon gain +1 Strength, +1 Armour Penetration, and become **Magical Attacks**. If the wielder causes at least one unsaved wound with this weapon, the wielder and all R&F models in the wielder's unit gain **Distracting** until the end of the Melee Phase.

## Model Rules

**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 Cenyrn:** 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.

**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.

**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:**

**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.

**Sylvan Blades:** Close Combat Weapon

Paired Weapons. Attacks made with Sylvan Blades 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

## 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.

Chieftain #1



Druid #1



Sylvan Archers #1



Sylvan Archers #2



Forest Guard #1



Wild Huntsmen #1



Wild Huntsmen #1



Blade Dancers #1

