



SYLVAN ELVES

ELF/FOREST BALANCED LIST - 3 495 POINTS



921 pts (26.00%) 855 pts (24.00%) 355 pts (10.00%) 1065 pts (30.00%) 299 pts (9.00%) 70 pts (2.00%)

Special **Rare** **Heroes** **Core** **Lords** **Mount**
 (50 Max) (25 Max) (50 Max) (25 Least) (50 Max) (0 NoLimit)

Lords



FOREST PRINCE #1

Forest Prince - Standard - Infantry - 20x20mm

299 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Forest Prince	5	7	7	4	3	3	8	4	10	Infantry
Bonus Shapeshifter	+4	-	-	-	-	-	+2	+1	-	
Model Rules	Forest Walker • Lightning Reflexes									
Model Rules (Bonus Shapeshifter)	Not A Leader • Ward Save (4+)									

Options	Shapeshifter • Light Armour • Elven Cloak • May take a Longbow • Black Arrow
Magic items	Whirlwind Blade - Models on foot only (Lord) • Dragonscale Helm • Dusk Stone

Heroes



CHIEFTAIN - BSB

Chieftain - BSB - Standard - Infantry - 20x20mm

210 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chieftain	5	6	6	4	3	2	7	3	9	Infantry
Forest Eagle	2	5	-	4	4	3	4	2	8	Monstrous Beast
Model Rules	Forest Walker • Lightning Reflexes									
Model Rules (Forest Eagle)	Fly (9) • Strider (Forest) • Mount's Protection (6+)									
Model Rules (Forest Eagle)	Fly (9) • Strider (Forest) • Mount's Protection (6+)									

Options	Light Armour • Elven Cloak • Mount : Forest Eagle • May take Lightning Reflexes
Magic items	Sacred Spear of Cadaron (Heroes) • Hardened Shield • Gemstone Amulet



DRUID #1

Druid - Standard - Infantry - 20x20mm

145 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Druid	5	4	4	3	3	2	5	1	8	Infantry
Elven Horse	9	3	-	3	3	1	4	1	3	War Beast
Model Rules	Forest Walker • Lightning Reflexes									
Model Rules (Elven Horse)	Strider (Forest) • Mount's Protection (6+)									
Model Rules (Elven Horse)	Strider (Forest) • Mount's Protection (6+)									

Options	Level 2 (Wizard Apprentice) • Mount : Elven Horse
Magic items	Dispel Scroll
Magic	Level 1 Wizard Apprentice . Generate spells from Path of Black Magic, White Magic or any of the Battle Magic Paths.

Core



DRYADS #1

Dryads x20 - Standard - Infantry - 20x20mm

794 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Dryads	5	4	4	4	4	1	5	2	8	Infantry
Champion	5	5	5	4	4	1	5	3	8	Infantry
Model Rules	Hatred (if joined by a Dryad Matriarch) • Otherworldly • Forest Walker									

Options	Champion
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HEATH RIDERS #1

Heath Riders x8 - Standard - Infantry - 20x20mm

141 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	5	4	4	3	3	1	5	1	8	Cavalry
Elven Horse	9	3	-	3	3	1	4	1	3	
Model Rules	Forest Walker (Rider only) • Lightning Reflexes (Rider only) • Fast Cavalry • Light Lance • Mount's Protection (6+) • Light Armour • Longbow									

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Sylvan Archers	5	4	4	3	3	1	5	1	8	Infantry
Model Rules	Forest Walker • Lightning Reflexes • Longbow									

Options	May take Black Arrows (050 Choice)
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Special



KESTREL KNIGHTS #1

Kestrel Knights x6 - Standard - Infantry - 20x20mm

546 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	5	5	4	4	3	1	5	1	9	Monstrous Cavalry
Champion	5	6	5	4	3	1	5	2	9	Monstrous Cavalry
Kestrel	2	5	-	4	4	3	4	2	5	
Model Rules	Fast Cavalry • Fly (9) • Forest Walker (Rider only) • Lightning Reflexes (Rider only) • Sylvan Lance • Mount's Protection (6+) • Longbow									
Model Rules (Rider)	Devastating Charge									
Model Rules (Kestrel)	Armour Piercing (1)									

Options	May exchange Longbow for Shield • Light Armour • Champion • Musician • Standard Bearer
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THICKET BEASTS #1

Thicket Beasts x4 - Standard - Infantry - 20x20mm

375 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Thicket Beasts	5	4	4	4	5	3	3	3	8	Monstrous Infantry
Champion	5	5	5	4	5	3	3	4	8	Monstrous Infantry
Model Rules	Otherworldly, • Bodyguard (Thicket Shepherd) • Forest Walker • Flammable • Armour Piercing (1) • Emboldening Boughs • Innate Defence (4+)									

Options	Champion
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Rare



BRIAR MAIDENS #1

Briar Maidens x5 - Standard - Infantry - 20x20mm

635 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	5	4	5	3	3	1	5	1	9	Cavalry
Champion	5	5	6	3	3	1	5	2	9	
Elven Deer	9	3	-	4	3	1	4	1	3	
Model Rules	Poisoned Attacks (Rider only) • Wizard Conclave (Luminous Bolts, Curse of the Wild Wood) • Ward Save (4+) • Forest Walker (Rider only) • Lightning Reflexes (Rider only) • Light Troops • Poisoned Thorn • Mount's Protection (6+)									

Options	Champion • Musician • Standard Bearer
Magic banners	Holy Icon (Banner Enchantment)



TREEFATHER #1

Treefather - Standard - Infantry - 20x20mm

220 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Treefather	5	5	5	6	6	5	2	5	8	Monster
Model Rules	Otherworldly • Stubborn • Forest Walker • Flammable • Crush Attack • Innate defence (3+)									

Notes	-5
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Magics

Magic items

Dispel Scroll:

Dragonscale Helm:

Dusk Stone:

Gemstone Amulet:

Hardened Shield:

Sacred Spear of Cadaron (Heroes):

Whirlwind Blade - Models on foot only (Lord):

Magic banners

Holy Icon:

Model Rules

Armour Piercing (1):

Bodyguard (Thicket Shepherd):

Crush Attack:

Dances of Cenyrn:

Devastating Charge:

Emboldening Boughs:

Fast Cavalry:

Flammable:

Fly (9):

Forest Walker:

Forest Walker (Rider only):

Frenzy:

Hatred (if joined by a Dryad Matriarch):

Immune to Psychology:

Innate defence (3+):

Innate Defence (4+):

Innate Defence (5+):

Light Armour:

Light Lance:

Light Troops:

Lightning Reflexes:

Lightning Reflexes (Rider only):

Longbow:

Master Archer:

Mount's Protection (6+):

Multiple Shots (Attacks on profile):

Not A Leader:

Otherworldly:

Otherworldly,:

Poisoned Attacks (Rider only):

Poisoned Thorn:

Scout:

Stubborn:

Sylvan Lance:

Ward Save (4+):

Ward Save (4+):

Ward Save (6+):

Wizard Conclave (Luminous Bolts, Curse of the Wild Wood):

Qr codes of your army

Your 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.

Briar Maidens #1



Chieftain - BSB



Druid #1



Dryads #1



Forest Prince #1



Heath Riders #1



Kestrel Knights #1



Sylvan Archers #1



Thicket Beasts #1



Treefather #1