



# SYLVAN ELVES

## LISTE WILD DE L'ETE 2023 VERSION HIVER - 4 477 POINTS



1000 pts (22.00 %) 1127 pts (25.00 %) 2000 pts (44.00 %) 350 pts (8.00 %)  
**Characters**      **Core**      **Special**      **Unseen Arrows**  
 (40 Max)      (25 Least)      (0 NoLimit)      (35 Max)

### Characters



#### DRUID #1

Druid - Large - Cavalry - 50x50mm

500 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	
<b>Druid</b>	1	4	3	0	5	Lightning Reflexes, Hand Weapon



#### MOUNT EAGLE KING

Global	Adv	Mar	Dis	Model Rules		
	2"	4"	C	Fly, Light Troops		
	9"	18"				
Defensive	HP	Def	Res	Arm		
	4	C	4	C+1	Hard Target	
Offensive	Att	Off	Str	Ap	Agi	
<b>Eagle King</b>	3	5	5	1	4	Harnessed

<b>Options</b>	General • Sylvan Longbow (3+) • Shamanism • Wizard Master • Eagle King
<b>Magic items</b>	Binding Scroll



#### DRUID #1

Druid - Large - Cavalry - 50x50mm

500 POINTS



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	5"	10"	8	Wizard Apprentice, Forest Walker, Tree Singing		
Defensive	HP	Def	Res	Arm		
	3	4	3	0		
Offensive	Att	Off	Str	Ap	Agi	
<b>Druid</b>	1	4	3	0	5	Lightning Reflexes, Hand Weapon



#### MOUNT EAGLE KING

Global	Adv	Mar	Dis	Model Rules		
	2"	4"	C	Fly, Light Troops		
	9"	18"				
Defensive	HP	Def	Res	Arm		
	4	C	4	C+1	Hard Target	
Offensive	Att	Off	Str	Ap	Agi	
<b>Eagle King</b>	3	5	5	1	4	Harnessed

<b>Options</b>	Sylvan Longbow (3+) • Cosmology • Wizard Master • Eagle King
<b>Magic items</b>	Binding Scroll

### Core



### SYLVAN ARCHERS #1

Sylvan Archers x13 - Standard - Infantry - 20x20mm

286 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

Options	Musician
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### SYLVAN ARCHERS #1

Sylvan Archers x13 - Standard - Infantry - 20x20mm

286 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

Options	Musician
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### SYLVAN ARCHERS #1

Sylvan Archers x13 - Standard - Infantry - 20x20mm

286 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

Options	Musician
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### SYLVAN ARCHERS #1

Sylvan Archers x12 - Standard - Infantry - 20x20mm

269 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

Options	Musician
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Special



### FOREST RANGERS #1

Forest Rangers x24 - Standard - Infantry - 20x20mm

525 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	9	Fearless, Scoring, Forest Walker	
Defensive	HP	Def	Res	Arm	
	1	5	3	0	Light Armour, Elven Cloak
Offensive	Att	Off	Str	Ap	Agi
Forest Ranger	2	5	3	1	5

<b>Options</b>	Champion • Musician • Standard Bearer • Vanguard
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### WILD HUNTSMEN #1

Wild Huntsmen x10 - Standard - Cavalry - 25x50mm

500 POINTS



Global	Adv	Mar	Dis	Model Rules	
	9"	18"	9	Fearless, Frenzy, Light Troops, Forest Walker	
Defensive	HP	Def	Res	Arm	
	1	3	3	1	, Light Aegis Armour
Offensive	Att	Off	Str	Ap	Agi
Wild Huntsman	2	5	4	1	6
Elven Deer	1	3	4	1	4

<b>Options</b>	Shield • Sylvan Blades • Champion • Standard Bearer
<b>Magic banners</b>	Flaming Standard (Banner Enchantment)



### WILD HUNTSMEN #1

Wild Huntsmen x10 - Standard - Cavalry - 25x50mm

465 POINTS



Global	Adv	Mar	Dis	Model Rules	
	9"	18"	9	Fearless, Frenzy, Light Troops, Forest Walker	
Defensive	HP	Def	Res	Arm	
	1	3	3	1	, Light Aegis Armour
Offensive	Att	Off	Str	Ap	Agi
Wild Huntsman	2	5	4	1	6
Elven Deer	1	3	4	1	4

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

Wild Huntsmen x10 - Standard - Cavalry - 25x50mm

510 POINTS



Global	Adv	Mar	Dis	Model Rules	
	9"	18"	9	Fearless, Frenzy, Light Troops, Forest Walker	
Defensive	HP	Def	Res	Arm	
	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>	
<b>Wild Huntsman</b>	2	5	4	1	6	<b>Lightning Reflexes</b> , <b>Battle Focus</b> , <b>Devastating Charge</b>
<b>Elven Deer</b>	1	3	4	1	4	<b>Harnessed</b>

<b>Options</b>	Shield • Sylvan Blades • Champion • Standard Bearer
<b>Magic banners</b>	Predator Pennant (Banner Enchantment)

## Unseen Arrows



**BRIAR MAIDENS #1**  
Briar Maidens x10 - Standard - Cavalry - 25x50mm

**350 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	9"	18"	9	Light Troops, Wizard Conclave, Forest Walker		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<b>Aegis</b>	
	1	4	3	1		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Briar Maiden</b>	1	4	3	0	5	<b>Lightning Reflexes</b> , <b>Poison Attacks</b> , <b>Thorn</b> , <b>Poisoned</b>
<b>Elven Deer</b>	1	3	4	1	4	<b>Harnessed</b>

<b>Options</b>	Standard Bearer
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## Magics

### Racial Trait Spell

	Casting	Range	Type	Duration
<b>H Forest Embrace</b>				
<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'.				



### Cosmology

**Duality:** All Cosmology spells are divided into two versions, representing opposing aspects; Cosmos and Chaos. When casting Cosmology spells, always declare which version of the spell you are using. Whenever the Caster successfully casts a non-Bound Cosmology spell, the next Cosmology spell it attempts to cast has its Casting Value reduced by 1, provided this spell is a Cosmology spell of the opposing aspect.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>1</b>	Altered Sight Cosmos	5+	24"	Augment	Last one Turn	The target gains +1 Offensive Skill and +1 Defensive Skill, and has its weapons' Aim <b>improved</b> by 1.
<b>1</b>	Altered Sight Chaos	5+	24"	Hex	Last one Turn	The target suffers -1 Offensive Skill and -1 Defensive Skill, and has its weapons' Aim <b>worsened</b> by 1.
<b>2</b>	Truth of Time Cosmos	5+	24"	Augment	Last one Turn	The target gains +2" Advance Rate and +2 Agility.
<b>2</b>	Truth of Time Chaos	5+	24"	Hex	Last one Turn	The target suffers -2" Advance Rate, to a minimum of 3", and -2 Agility, to a minimum of 1.
<b>3</b>	Ice and Fire Cosmos	8+	24"	Hex, Missile, Damage	Instant	The target suffers 2D6 hits with Strength 4, Armour Penetration 0, and <b>Magical Attacks</b> . Successful <b>Special Saves</b> against wounds caused by this spell must be rerolled.
<b>3</b>	Ice and Fire Chaos	8+	24"	Hex, Damage, Augment	Instant	The target suffers 2D6 hits with Strength 4 and Armour Penetration 0, and <b>Magical Attacks</b> . Successful <b>Armour Saves</b> against wounds caused by this spell must be rerolled.
<b>4</b>	Perception of Strength Cosmos	8+	24"	Augment	Last one Turn	The target gains +1 Strength and +1 Armour Penetration.
<b>4</b>	Perception of Strength Chaos	8+	24"	Hex	Last one Turn	The target suffers -1 Strength and -1 Armour Penetration.

		<i> Casting </i>	<i> Range </i>	<i> Type </i>	<i> Duration </i>	<i> Effect </i>
5	Unity in Divergence Cosmos	10+	24"	Augment	Last one Turn	All models in the target unit <b>gain Aegis (5+)</b> .
5	Unity in Divergence Chaos	10+	24"	Hex, Damage, Direct	Instant	The target suffers 1 hit with Area Attack (6×6), Strength 3, Armour Penetration 0, and Magical Attacks.
6	Truth of Time Cosmos	7+	24"	Augment, Focused	Instant	The target <b>Recovers 1</b> Health Point
6	Touch the Heart chaos	7+	24"	Hex, Missile, Damage, Focused	Instant	The target suffers <b>1 hit that wounds automatically</b> with Armour Penetration 10 and Magical Attacks.



### Shamanism

		<i> Casting </i>	<i> Range </i>	<i> Type </i>	<i> Duration </i>	<i> Effect </i>
5	Totemic Summon	9+ [12+]	96"	Ground	Instant	Summon a Totemic Beast (profile below). It must be placed within 1" [10"] of the Board Edge.  Totemic Beast (for Totemic Summon) single model Size Large Type Beast Base 40x40 mm Global Adv Mar Dis Model Rules 3D6" - 7 Fearless, Random Movement (3D6") Defensive HP Def Res Arm 3 3 5 - Offensive Att Off Str AP Agi 4 3 5 2 3 Breath Attack (Str 3, AP 0)
3	Savage Fury	5+ [8+]	12" [24"]	Universal	Last one Turn	The target gains Frenzy and Battle Focus.
4	Chilling Howl	6+ [10+]	36"	Hex	Last one Turn	All units within 6" [12"] of the target when the spell is cast suffer a -1 to-wound modifier on their <b>Shooting [Ranged] Attacks [including effects of spells cast while affected by spell effects]</b> .
6	Break the Spirit	9+ [11+]	18" [36"]	Hex	Last one Turn	The target suffers a -1 to-hit modifier, and treats all Terrain (including Open Terrain) as Dangerous Terrain (2).
1	Awaken the Beast	5+ [7+]	18"	Augment	Last one Turn	The target gains <b>+1 Strength and +1 Armour Penetration [+1 Resilience]</b> .
4	Scarification		Caster		Last one Turn	Melee Attacks against the target can never wound on better than 5+.
2	Swarm of Insects	5+ [8+]	24" [48"]	Hex, Missile, Damage	Permanent	Immediately after successfully casting this spell, the target suffers 5D6 hits with Strength 1, Armour Penetration 0, and Magical Attacks. If one or more unsaved wounds are caused, the target suffers -1 to hit with its Shooting Attacks. This spell is immediately ended when the target performs an Advance, March, Charge, Failed Charge, or Pursuit Move.

## Magic items

**Binding Scroll:** One use only. May be activated after Siphon the Veil (at the end of step 3 of the Magic Phase Sequence).

When activated, pick an enemy model and select one of its Attribute, Bound, or Learned Spells. The selected model cannot cast the chosen instance of the spell during this Magic Phase. Only a single Binding Scroll may be activated during the same phase.

## Magic banners

**Flaming Standard:** One use only. May be activated at the start of a Round of Combat or before shooting with the bearer's unit.

The bearer's unit gains Flaming Attacks. If activated when Engaged in Combat, the effect lasts until the bearer's unit is no longer Engaged in Combat. If activated before shooting with the bearer's unit, the effect lasts until the end of the phase.

**Predator Pennant:** The bearer's unit gains **Devastating Charge (Distracting)**.

## 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.

**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.

**Elven Cloak:** Armour Equipment

When combined with Light Armour, the wearer gains +1 Armour.

**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.

**Great Weapon:** Attacks made with a Great Weapon gain +2 Strength, +2 Armour Penetration and always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks

**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

**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.

**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.

**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

**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 #1



Druid #1



Sylvan Archers #1



Sylvan Archers #1



Sylvan Archers #1



Sylvan Archers #1



Forest Rangers #1



Briar Maidens #1



Wild Huntsmen #1



Wild Huntsmen #1



Wild Huntsmen #1

