



SYLVAN ELVES

LIST SYLVAN ELVES (v2021 BETA 2) #1 - 2 035 POINTS



460 pts (10.00 %) 730 pts (16.00 %) 365 pts (8.00 %) 265 pts (6.00 %)
Characters **Core** **Special** **Unseen Arrows**
 (40 Max) (25 Least) (0 NoLimit) (30 Max)

Characters



TREEFATHER ANCIENT

Treefather Ancient - Gigantic - Infantry - 75x50mm

460 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Stubborn, Forest Walker, Tree Singing, Sylvan Spirit		
Defensive	HP	Def	Res	Arm		
	6	4	6	4	Aegis (5+), Flammable	
Offensive	Att	Off	Str	Ap	Agi	
Treefather Ancient	3	4	5	2	2	Crush Attack, Impaling Roots (4+, 4+), Hand Weapon

Core



DRYADS #1

Dryads x8 - Standard - Infantry - 25x25mm

155 POINTS



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



SYLVAN ARCHERS #1

Sylvan Archers x10 - Standard - Infantry - 20x20mm

240 POINTS



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



FOREST GUARD #1

Forest Guard x15 - Standard - Infantry - 20x20mm

165 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Scoring, Forest Walker	
Defensive	HP	Def	Res	Arm	
	1	5	3	0	Light Armour, Shield

<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	Lightning Reflexes, Spear



HEATH RIDERS #1

Heath Riders x5 - Standard - Cavalry - 25x50mm

170 POINTS



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


Special



THICKET BEASTS #1

Thicket Beasts x4 - Large - Infantry - 40x40mm

365 POINTS



<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	
<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	

Unseen Arrows



SYLVAN GIANT #1

Sylvan Giant - Gigantic - Infantry - 50x75mm

265 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	14"	8	Giant See, Giant Do		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	7	3	5	1		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Sylvan Giant	5	3	5	2	3	Rage

Magics

Racial Trait Spell

	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'.]				

Model Rules

Accurate:**Aegis:**

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.

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.

Giant See, Giant Do: Universal Rule.

The model gains Feigned Flight, Light Troops, and Strider (Forest).

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.

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**Lightning Reflexes:****Rage:** Attack Attribute - Close Combat.

Whenever the model loses a Health Point, it gains +1 Attack Value. Whenever it gains a Health Point, it suffers -1 Attack Value.

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.

Spear:

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 Lance: Close Combat Weapon

Follows the rules for Light Lances. In addition, attacks made with a Sylvan Lance gain +1 Armour Penetration.

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.

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.

Treefather Ancient



Forest Prince #1



Dryads #1



Sylvan Archers #1



Forest Guard #1



Heath Riders #1



Thicket Beasts #1



Sylvan Giant #1

