



SYLVAN ELVES

LIST SYLVAN ELVES (v2020) #20 COPY COPY - 4 019 POINTS



1495 pts (33.00 %) **1040 pts (23.00 %) Core** 1484 pts (33.00 %) **Special** 0 pts (0.00 %) **Unseen Arrows**
 (40 Max) (25 Least) (0 NoLimit) (30 Max)

Characters



FOREST PRINCE #1

Forest Prince - Standard - Cavalry - 50x50mm

425 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Forest Walker		
Defensive	HP	Def	Res	Arm		
	3	7	3	0		
Offensive	Att	Off	Str	Ap	Agi	
Forest Prince	4	7	4	2	9	Lightning Reflexes, Accurate, Hand Weapon



MOUNT GREAT ELK

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	C	Strider		
Defensive	HP	Def	Res	Arm		
	C	C	5	C+1		
Offensive	Att	Off	Str	Ap	Agi	
Great Elk	2	4	4	1	4	Harnessed

Options	Light Armour (Destiny's Call) • Sylvan Blades • Great Elk
Magic items	Destiny's Call (Light Armour)



FOREST PRINCE #2

Forest Prince - Standard - Cavalry - 25x50mm

380 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Forest Walker		
Defensive	HP	Def	Res	Arm		
	3	7	3	0		
Offensive	Att	Off	Str	Ap	Agi	
Forest Prince	4	7	4	2	9	Lightning Reflexes, Accurate, Hand Weapon



MOUNT ELVEN HORSE

Global	Adv	Mar	Dis	Model Rules		
	9"	18"	C	Strider		
Defensive	HP	Def	Res	Arm		
	C	C	C	C+1		
Offensive	Att	Off	Str	Ap	Agi	
Elven Horse	1	3	3	0	4	Harnessed

Options	Light Armour (Curse of the Black Stag) • Elven Cloak • Great Weapon • Elven Horse and Light Troops
Magic items	Talisman of Shielding • Lucky Charm • Curse of the Black Stag (Light Armour)



DRUID #2

Druid - Standard - Infantry - 20x20mm

400 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

Options	Druidism • Wizard Master • General
Magic items	Sceptre of Power



CHIEFTAIN #1

Chieftain - Standard - Infantry - 20x20mm

290 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
Lords of the Forest - Chieftain	3	6	4	1	7

Options	Battle Standard Bearer • Sylvan Blades (Spirit of the Whirlwind) • Blade Dancer
Magic items	Spirit of the Whirlwind (Sylvan Blades)

Core



HEATH RIDERS #1

Heath Riders x10 - Standard - Cavalry - 25x50mm

385 POINTS



Global	Adv	Mar	Dis	Model Rules	
	9"	18"	8	Scoring, Forest Walker	
Defensive	HP	Def	Res	Arm	
	1	4	3	1	
				Light Armour	
Offensive	Att	Off	Str	Ap	Agi
Heath Rider	1	4	3	0	5
Elven Horse	1	3	3	0	4

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



DRYADS #1

Dryads x23 - Standard - Infantry - 25x25mm

405 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

Options	Champion
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SYLVAN ARCHERS #1

Sylvan Archers x10 - Standard - Infantry - 20x20mm

250 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+)

Options | Musician |

Special



BLADE DANCERS #1

Blade Dancers x11 - Standard - Infantry - 20x20mm

354 POINTS



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

Lightning Reflexes, Sylvan Blades

Options	Champion
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KESTREL KNIGHTS #1


Kestrel Knights x4 - Large - Cavalry - 40x40mm

380 POINTS



Global	Adv	Mar	Dis	Model Rules	
	2"	4"	9	, Fly (9", 18", 9", Feigned Flight, Vanguard, Light Troops, Forest Walker 18")	
	9"	18"			
Defensive	HP	Def	Res	Arm	
	2	5	4	1	
				, Light Hard Target Armour	
Offensive	Att	Off	Str	Ap	Agi
Kestrel Knight	1	5	4	1	5
				Lightning Reflexes, Devastating Charge, Sylvan Lance	
Kestrel	2	5	4	2	4
				Harnessed	


Options	Champion
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WILD HUNSMEN #1

Wild Huntsmen x5 - Standard - Cavalry - 25x50mm

310 POINTS



Global	Adv	Mar	Dis	Model Rules	
	9"	18"	9	Light Troops, Fearless, Frenzy, Forest Walker	
Defensive	HP	Def	Res	Arm	
	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

Options	Shield • Champion • Sylvan Lance
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FOREST EAGLE #1

Forest Eagles x3 - Large - Beast - 50x50mm

160 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	2"	4"	8	, Fly (9", 18", 9", Strider, Light Troops18")	
	9"	18"			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	5	4	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Forest Eagle	2	5	4	1	4



VANGUARD FOREST RANGERS #2

Forest Rangers x12 - Standard - Infantry - 20x20mm

280 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	10"	9	Scoring, Fearless, Forest Walker	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	5	3	0	
				Light Armour , Elven Cloak	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Forest Rangers	2	5	3	1	5
					Lightning Reflexes, Great Weapon

Options	Champion • Vanguard and +1" Advance Rate
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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'.]				



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).}

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

Curse of the Black Stag: The wearer gains and Devastating Charge (+1 Str, +1 Att, +1Def).

Destiny's Call: The wearer gains Aegis (4+) and its Armour is set to 3 and can never be improved beyond this.

Lucky Charm: One use only. May be activated when the bearer's model fails an Armour Save. This failed Armour Save may be rerolled.

Sceptre of Power: One use only. A Wizard with this Artefact may add a single Magic Dice from its Magic Dice pool to one of its casting rolls or dispelling rolls, after seeing the casting or dispelling roll (note that casting rolls cannot exceed the limit of max 5 Magic Dice).

Spirit of the Whirlwind: The wielder gains +1 Attack Value, and attacks made with this weapon gain +1 Strength, Lethal Strike, and become Magical Attacks.

Talisman of Shielding: The bearer gains Aegis (5+).

Magic banners

Rending Banner: One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.

Model Rules

Accurate:

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: Universal Rule.

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.

Dance of Bedevilments:

Fear and enemy units in base contact with the model do not receive any Rank Bonus to their Combat Score.

Dance of Biting Wind:

+1 Armour Penetration and Lethal Strike.

Dance of the Parting Mists:

Aegis (3+), -1 Strength, and -1 Armour Penetration.

Dance of Whirling Blades:

+1 Attack Value.

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

When combined with Light Armour, the wearer gains +1 Armour. Elven Cloaks cannot be enchanted.

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.

Feigned Flight: A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

Fly: The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers move, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

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.

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

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:**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.

Strider: The model automatically passes Dangerous Terrain Tests taken due to Terrain.

If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain.

Sometimes Strider is linked to a specific type of Terrain, stated in brackets.

In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

Sylvan Blades: Close Combat Weapon

Follows the rules for Paired Weapons. In addition, attacks made with Sylvan Blades gain +1 Armour Penetration.

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.

Vanguard: After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

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.

Forest Prince #1



Forest Prince #2



Druid #2



Chieftain #1



Blade Dancers #1



Heath Riders #1



Kestrel Knights #1



Dryads #1



Wild Huntsmen #1



Sylvan Archers #1



Forest Eagle #1



Vanguard Forest Rangers #2

