



# SYLVAN ELVES

## FULL TREE - 3 922 POINTS



1560 pts (35.00 %) 1072 pts (24.00 %) 1290 pts (29.00 %) 0 pts (0.00 %)  
**Characters**      **Core**      **Special**      **Unseen Arrows**  
 (40 Max)      (25 Least)      (0 NoLimit)      (30 Max)

### Characters



#### TREEFATHER ANCIENT

Treefather Ancient - Gigantic - Infantry - 75x50mm

800 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

<b>Options</b>	Wizard Master • Druidism • General
<b>Magic items</b>	Book of Arcane Mastery



#### DRYAD ANCIENT #2

Dryad Ancient - Standard - Infantry - 25x25mm

220 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Forest Walker, Tree Singing, Sylvan Spirit		
Defensive	HP	Def	Res	Arm		
	3	6	4	0	Aegis (5+)	
Offensive	Att	Off	Str	Ap	Agi	
Dryad Matriarch	3	6	4	1	7	Hatred, Hand Weapon

<b>Options</b>	Divination • Wizard Adept
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#### DRYAD ANCIENT #1

Dryad Ancient - Standard - Infantry - 25x25mm

220 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Forest Walker, Tree Singing, Sylvan Spirit		
Defensive	HP	Def	Res	Arm		
	3	6	4	0	Aegis (5+)	
Offensive	Att	Off	Str	Ap	Agi	
Dryad Matriarch	3	6	4	1	7	Hatred, Hand Weapon

<b>Options</b>	Divination • Wizard Adept
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#### THICKET SHEPHERD #1

Thicket Shepherd - Large - Infantry - 40x40mm


320 POINTS





Global	Adv	Mar	Dis	Model Rules	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	9	, A Shepherd and its Emboldening Boughs, Forest Walker, Sylvan SpiritFlock	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	5	5	3	Aegis (5+), Flammable
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Thicket Shepherd</b>	4	5	5	3	4 <b>Hand Weapon</b>



<b>Options</b>	Battle Standard Bearer
<b>Core</b>	

	<b>DRYADS #3</b> Dryads x8 - Standard - Infantry - 25x25mm	155 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	8	Scoring, Forest Walker, Sylvan Spirit	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	0	Aegis (5+)
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Dryads</b>	2	4	4	1	5



	<b>DRYADS #4</b> Dryads x8 - Standard - Infantry - 25x25mm	155 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	8	Scoring, Forest Walker, Sylvan Spirit	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	0	Aegis (5+)
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Dryads</b>	2	4	4	1	5

	<b>DRYADS #2</b> Dryads x20 - Standard - Infantry - 25x25mm	357 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	8	Scoring, Forest Walker, Sylvan Spirit	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	0	Aegis (5+)
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Dryads</b>	2	4	4	1	5

<b>Options</b>	Champion
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	<b>DRYADS #1</b> Dryads x23 - Standard - Infantry - 25x25mm	405 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	8	Scoring, Forest Walker, Sylvan Spirit	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	0	Aegis (5+)


<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Dryads</b>	<b>2</b>	<b>4</b>	<b>4</b>	<b>1</b>	<b>5</b>

<b>Options</b>	Champion
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## Special



	<b>THICKET BEASTS #1</b> Thicket Beasts x4 - Large - Infantry - 40x40mm	<b>365 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	<b>5"</b>	<b>10"</b>	<b>8</b>	<b>Scoring, Emboldening Boughs, Forest Walker, Sylvan Spirit, Bodyguard</b>	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	<b>3</b>	<b>4</b>	<b>5</b>	<b>3</b>	<b>Aegis (5+), Flammable</b>
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Thicket Beasts</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>2</b>	<b>3</b>

	<b>THICKET BEASTS #2</b> Thicket Beasts x5 - Large - Infantry - 40x40mm	<b>490 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	<b>5"</b>	<b>10"</b>	<b>8</b>	<b>Scoring, Emboldening Boughs, Forest Walker, Sylvan Spirit, Bodyguard</b>	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	<b>3</b>	<b>4</b>	<b>5</b>	<b>3</b>	<b>Aegis (5+), Flammable</b>
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Thicket Beasts</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>2</b>	<b>3</b>

<b>Options</b>	Champion
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	<b>TREEFATHER #1</b> Treefather - Gigantic - Infantry - 75x50mm	<b>435 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	<b>5"</b>	<b>10"</b>	<b>8</b>	<b>Stubborn, Forest Walker, Tree Singing, Sylvan Spirit</b>	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	<b>5</b>	<b>5</b>	<b>6</b>	<b>4</b>	<b>Aegis (5+), Flammable</b>
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Treefather</b>	<b>5</b>	<b>5</b>	<b>6</b>	<b>3</b>	<b>2</b>
					<b>Crush Attack, Impaling Roots (3+, 3+)</b>

<b>Notes</b>	0-1 Unit/Army if the Army List includes any Avatar of Nature, Dragon, or Treefather Ancient. 0-1 unités/armée si la Liste d'armée inclut un Avatar de la Nature, un Dragon ou un Père des arbres vénérable
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## Magics

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
	<b><i>Forest Embrace</i></b>			
<i>Mf</i>	<b>4+</b> [7+]	<b>18"</b>	<b>Augment</b>	<b>Last one Turn</b>
<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>				



### Divination

**The Conclave:** Spells from Divination gain +3" range up to a maximum of +9" for each additional friendly Wizard within 12" of the Caster. This bonus can never increase the combined modifier beyond +9", however other sources may.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>5</b>	Unerring Strike	7+ [10+]	18"	Hex, Missile, Damage	Instant	The target suffers 2D6 [3D6] hits that wound on 4+ with Armour Penetration 1, Divine Attacks and Magical Attacks.
<b>3</b>	Scrying	7+ [12+]	18" [6"Aura]	Augment	Last one Turn	The target gains Distracting and Hard Target.
<b>4</b>	The Stars Align	8+ [12+]	18" [6"Aura]	Augment	Last one Turn	The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat <b>and</b> Shooting Attacks.
<b>6</b>	Portent of Doom	8+	24"	Hex	Permanent	When calculating Combat Score, a side with units containing at least one model affected by the spell suffers -X to its Combat Score (for each affected unit and instance of the spell), where X is equal to the number of Characters in the unit, increased by 1 if the unit contains any R&F models. A Character leaving a unit that was the target of the spell no longer is affected by the spell, unless the Character was a single model unit that was the initial target of the spell.
<b>1</b>	Know Thy Enemy	7+ [12+]	18" [6"Aura]	Augment	Last one Turn	The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.
<b>A</b>	Guiding Light		12"	Augment	Last one Turn	Discipline Tests of units with all models affected by the spell are subject to Minimised Roll. A unit cannot be affected by this spell more than once per Magic Phase.
<b>2</b>	Fate's Judgement	5+ [9+]	18"	Hex, Missile, Damage	Instant	The target suffers D3 [D6] hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).



### 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.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>6</b>	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).}
<b>0</b>	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).
<b>2</b>	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.
<b>1</b>	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+)}.
<b>A</b>	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.
<b>4</b>	Summer Growth	11+ {10+}	24"	Augment	Instant	This spell has different effects depending on the target: <b>Standard Infantry/Beast*</b> : Raise 4 {6} Health Points. <b>Towering Presence**</b> : Raise 1 {1} Health Point. <b>Anything else***</b> : 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.
<b>5</b>	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.
<b>3</b>	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

**Book of Arcane Mastery:** The bearer's first Casting Attempt in each Magic Phase gains a +2 Casting Modifier. When using a single Magic Dice for this Casting

Attempt, a natural roll of '1' or '2' on the Magic Dice is always a failed Casting Attempt, regardless of any modifiers.

## Model Rules

**A Shepherd and its Flock:** Universal Rule.

The model cannot join a unit that contains another model with this rule.

**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:**

**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.

**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

**Hatred:** During the first Round of Combat, failed to-hit rolls from attacks with Hatred must be rerolled.

**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.

**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.

**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 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



Dryad Ancient #2



Dryad Ancient #1



Thicket Shepherd #1



Dryads #3



Dryads #4



Dryads #2



Dryads #1



Thicket Beasts #1



Thicket Beasts #2



Treefather #1

