



SYLVAN ELVES

YTUJ - 3 245 POINTS



1705 pts (38.00 %) 810 pts (18.00 %) 730 pts (16.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Unseen Arrows**
 (40 Max) (25 Least) (0 NoLimit) (35 Max)

Characters

AVATAR OF NATURE #1

Avatar of Nature - Gigantic - Infantry - 75x50mm

645 POINTS

Global	Adv	Mar	Dis			Model Rules
	5"	10"	9			Stubborn, Forest Walker, Sylvan Spirit, Tree Singing
Defensive	HP	Def	Res	Arm		
	6	6	6	4	Aegis, Flammable	
Offensive	Att	Off	Str	Ap	Agi	
Avatar of Nature	6	6	7	4	3	Crush Attack, Hand Weapon, Impaling Roots

Options	General • Toxic Spores
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DRUID #1

Druid - Large - Cavalry - 50x50mm

615 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	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	
Eagle King	3	5	5	1	4	Harnessed

Options	Sylvan Longbow (3+) (Watcher's Woe) • Shamanism • Wizard Master • Eagle King
Magic items	Sceptre of Power • Eldritch Inscriptions (Hand Weapon) • Binding Scroll • Watcher's Woe (Sylvan Longbow (3+))

FOREST PRINCE #1

Forest Prince - Standard - Infantry - 20x20mm

445 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

Options	Pathfinder • Great Weapon
Magic items	Hail Shot • Hero's Heart (Hand Weapon) • Talisman of Shielding

Core



HEATH RIDERS #1

Heath Riders **x5** - *Standard - Cavalry - 25x50mm*

255 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

Options	Shield • Champion • Musician • Standard Bearer
Magic banners	Banner of Deception (Banner Enchantment)



SYLVAN ARCHERS #1

Sylvan Archers **x10** - *Standard - Infantry - 20x20mm*

315 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	8	Scoring, Forest Walker, Sylvan Longbow		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	3	0		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Sylvan Archer	1	4	3	0	5	Lightning Reflexes

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



FOREST GUARD #1

Forest Guard **x15** - *Standard - Infantry - 20x20mm*

240 POINTS



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

Options	Shield and Spear • Champion • Musician • Standard Bearer
Magic banners	Banner of Speed (Banner Enchantment)

Special



BLADE DANCERS #1


Blade Dancers **x7** - *Standard - Infantry - 20x20mm*

285 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	8	Fearless, Light Troops(1), Magic Resistance, Forest Walker, Dances of Cenyrn		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	6	3	0	Aegis, Hard Target	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Blade Dancer	1	5	4	1	6	Lightning Reflexes, Sylvan Blades


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



TREEFATHER #1

Treefather - Gigantic - Infantry - 75x50mm

445 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	8	Stubborn, Forest Walker, Sylvan Spirit, Tree Singing		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	5	5	6	4	Aegis, Flammable	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Treefather	5	5	6	3	2	Crush Attack, Impaling Roots

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
H 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'.				



Shamanism

		Casting	Range	Type	Duration	Effect
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 Shooting [Ranged] Attacks [including effects of spells cast while affected by spell effects].
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 +1 Strength and +1 Armour Penetration [+1 Resilience].
A	Scarification		Caster		Last one Turn	Melee Attacks against the target can never wound on better than 5+.

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

Eldritch Inscriptions: Failed to-wound rolls from attacks made with this weapon must be rerolled.

Hail Shot: One use only. When this Artefact is used, it is a Shooting Weapon with the following profile: Range 30" and Shots 3D6, Str 4, AP 1, **Magical Attacks**. Aim is set to 2+. When fired from Short Range, it gains +1 Armour Penetration. Master Archer cannot be used in conjunction with Hail Shot.

Hero's Heart: The wielder gains +1 Attack Value while using this weapon. Attacks made with this weapon become Magical Attacks and always have at least Strength 5 and at least Armour Penetration 2.

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).

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

Watcher's Woe: Shots set to 4. Shooting Attacks made with this weapon become Poison Attacks.

Magic banners

Banner of Deception: At the end of step 4 of the Deployment Phase Sequence (before deploying Scouts), the owner may remove the bearer's unit from the Battlefield and deploy it again elsewhere (any Characters joined to the unit must remain in the unit; this does not affect the number of Undeployed Units for calculating the starting roll-off bonus).

Banner of Speed: A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

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

Model Rules

Accurate:

Aegis:

Crush Attack:

Dances of Cenyrn: 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.

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.

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.

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

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.

Impaling Roots: Shooting Weapon

Range 12", Shots D6+1, Str 4, AP 1, March and Shoot, Quick to Fire, 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

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.

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.

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 Blades: Close Combat Weapon

Paired Weapons. Attacks made with Sylvan Blades gain +1 Armour Penetration.

Sylvan Lance: Close Combat Weapon

Light Lance. Attacks made with a Sylvan Lance gain +1 Armour Penetration.

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.

Sylvan Spirit: The model gains **Fearless** and **Magical Attacks**. 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.

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.

Heath Riders #1



Sylvan Archers #1



Forest Guard #1



Avatar of Nature #1



Blade Dancers #1



Treefather #1



Druid #1



Forest Prince #1

