



SYLVAN ELVES

DRAGON LIST - 3 460 POINTS



1455 pts (32.00 %) 1080 pts (24.00 %) 925 pts (21.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Unseen Arrows**
 (40 Max) (25 Least) (0 NoLimit) (30 Max)

Characters



COEDHILL THE MAD
 Forest Prince - Gigantic - Beast - 50x100mm

710 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 DRAGON

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	C	, Fly (7",14", Strider7",14") , Light Troops		
	7"	14"				
Defensive	HP	Def	Res	Arm		
	6	5	6	4		
Offensive	Att	Off	Str	Ap	Agi	
Dragon	5	5	6	3	3	Harnessed, Breath Attack

Options	Sylvan Longbow (0+) • Sylvan Blades • Dragon
Magic items	Dragon Staff



EVANORA
 Druid - Standard - Infantry - 20x20mm

425 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

Options	Shamanism • Wizard Master • Sylvan Longbow (3+) • General
Magic items	Obsidian Rock • Crystal Ball



ANGRY TEENAGER
 Thicket Shepherd - Large - Infantry - 40x40mm

320 POINTS



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

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	Hand Weapon
Thicket Shepherd	4	5	5	3	4	

Options	Battle Standard Bearer
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Core

	GALADRIEL AND HER COHORTS Sylvan Archers x10 - Standard - Infantry - 20x20mm	255 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		
<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 Archers	1	4	3	0	5	Lightning Reflexes, Sylvan Longbow (3+, 3+)

	ALEXANDRA THE SHARP Sylvan Archers x10 - Standard - Infantry - 20x20mm	255 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		
<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 Archers	1	4	3	0	5	Lightning Reflexes, Sylvan Longbow (3+, 3+)

	SYLVAN ARCHERS #3 Sylvan Archers x10 - Standard - Infantry - 20x20mm	255 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		
<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 Archers	1	4	3	0	5	Lightning Reflexes, Sylvan Longbow (3+, 3+)

	BROKEN BRANCHES Dryads x18 - Standard - Infantry - 25x25mm	315 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>	
Dryads	2	4	4	1	5	

Special



DEM BOIS

Thicket Beasts x5 - Large - Infantry - 40x40mm

490 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Scoring, Emboldening Boughs, Forest Walker, Sylvan Spirit, Bodyguard	
Defensive	HP	Def	Res	Arm	
	3	4	5	3	Aegis (5+), Flammable
Offensive	Att	Off	Str	Ap	Agi
Thicket Beasts	3	4	5	2	3

Options	Champion
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BEARDED BUGGER

Treefather - Gigantic - Infantry - 75x50mm

435 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Stubborn, Forest Walker, Tree Singing, Sylvan Spirit	
Defensive	HP	Def	Res	Arm	
	5	5	6	4	Aegis (5+), Flammable
Offensive	Att	Off	Str	Ap	Agi
Treefather	5	5	6	3	2

Notes	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

	Casting	Range	Type	Duration
Forest Embrace				
Mf	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	10+ [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].

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

Crystal Ball: The firsts Dispelling Attempt in each enemy Magic Phase gains a +2 Dispelling Modifier, provided the bearer is on the Battlefield.

Dragon Staff: The bearer gains Breath Attack (Str 3, AP 0, Flaming Attacks).

Obsidian Rock: The bearer gains Magic Resistance (2).

Model Rules

A Shepherd and its Flock: Universal Rule.

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

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:

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

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.

Lightning Reflexes:

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 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.

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.

Coedhill the Mad



Evanora



Angry Teenager



Galadriel and her cohorts



Alexandra the Sharp



Sylvan Archers #3



Broken Branches



Dem Bois



Bearded Bugger

