



SYLVAN ELVES

NATURE SEX BOMB - 1 950 POINTS



+35 pts de +1F a los arbóreos.

720 pts (37.00%) **600 pts (31.00%)** 0 pts (0.00%) 0 pts (0.00%) 980 pts (50.00%) 250 pts (13.00%)

Characters **Forest Giants** **Fleet of Foot** **Unseen Arrows** **Core** **Special**

(40 Max) (25 Max) (45 Max) (35 Max) (25 Least) (0 NoLimit)

Characters

HORTIGADOR

Dryad Matriarch - *Standard - Infantry - 25x25mm*

120 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Dryad Matriarch	5	6	6	4	4	3	7	3	9	Infantry
Model Rules	Forest Walker • Otherworldly • Hatred									

RODOLMO EL HAYO

Treefather Ancient - *Standard - Infantry - 75x50mm*

600 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Treefather Ancient	5	4	4	5	6	6	2	3	9	Monster
Model Rules	Innate Defence (3+) • Forest Walker • Otherworldly • Flammable • Crush Attack • Stubborn • Tree Singing • Impaling Roots									

Options	Wizard Apprentice • Druidism • 1 spell
Magic items	Wand of Stability

Core

LAS NINAS DEL MAIZ

Dryads x20 - *Standard - Infantry - 25x25mm*

478 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Dryads	5	4	4	4	4	1	5	2	8	Infantry
Options	Champion									

LAS RAICES DE MOHO

Dryads x21 - *Standard - Infantry - 25x25mm*

502 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Dryads	5	4	4	4	4	1	5	2	8	Infantry
Options	Champion									

Special

ROOTENTAG

Thicket Beasts x3 - Standard - Infantry - 40x40mm

250 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Thicket Beasts	5	4	4	4	5	3	3	3	8	Monstrous Infantry
Model Rules	Forest Walker • Innate Defence (4+) • Scoring • Otherworldly • Flammable • Armour Piercing (1) • Bodyguard (Thicket Shepherd) • Emboldening Boughs									

Options	Champion
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Magics



Druidism

		Casting	Range	Type	Duration	Effect
5	Stone Skin	10+ {9+}	12"	Augment	Last one Turn	The Range of this spell can be measured from the caster or from any Hill Terrain Feature on the table. The target gains +2{+3} Toughness.
3	Entwining Roots	8+ {7+}	12"	Hex	Last one Turn	The Range of this spell can be measured from the caster or from any Forest Terrain Feature on the table. The target suffers -1{-2} Weapon Skill and Ballistic Skill, both to a minimum of 1.
4	Spirits of the Wood	9+ {8+}	12"	Augment, {Universal}	Last one Turn	All models in the target unit are considered to be within a Forest. {If the target is a friendly unit, it gains Strider (Forest).}
6	Summer Growth	11+ {10+}	24"	Augment	Instant	This spell has different effects depending on the Height of the largest fraction of the target unit's models (use the largest Height in case of a tie). Standard: Raise 5{7} Wounds. Large: Raise 2{3} Wounds. Gigantic: Raise 1{1} Wound.
1	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 Feature on the table. The target suffers D6 Strength 4{5} hits.
A	Fountain of Youth		12"	Augment, Focused	Instant	The target or its unit Recovers {Raises} 1 Wound. No single model can Recover (or Raise) more than 1 Wound per Phase from this spell.
T	The Oaken Throne	4+	Caster		Remains in play	If the caster has The Oaken Throne in play when certain spells are cast by the caster, the {augmented} version is used. In that case, use any text marked with { } and ignore any red text. For the Attribute Spell, The Oaken Throne must be in play when the Spell triggering the Attribute was cast.
2	Healing Waters	8+ {7+}	12"	Augment	Last one Turn	The Range of this spell can be measured from the caster or from any Water Terrain Feature on the table. The target gains Regeneration (5+){(4+)}.

Magic items

Wand of Stability: The bearer may add a free additional Magic Dice to one of its dispel rolls, after seeing the dispel roll.

Model Rules

Armour Piercing (1): Attacks made with this special rule and Close Combat Attacks made by parts of models with this special rule impose a -X penalty on the enemy's Armour Saves taken against them (in addition to the normal modifier from the Strength of the attack). If an attack has more than one instance of the Armour Piercing special rule, use the highest value available for the attack. If the value within brackets is preceded by a "+" sign, add the existing value to already existing Armour Piercing value instead (if the model already had Armour Piercing). If not, use the value directly.

Bodyguard (Thicket Shepherd):

Crush Attack: A model part with this rule can exchange all of its normal Close Combat Attacks for a single Special Attack, which cannot be made as a Supporting Attack, is resolved at Initiative 0, has Strength 10 and Multiple Wounds (Ordnance).. The model can still make Special Attacks like Stomp or Impact Hits. Even though this is a Special Attack, the attack is Allocated as if it was a normal Close Combat Attack.

Emboldening Boughs: Units with more than half of their models with this special rule have Stubborn while more than half of the unit's Footprint is within a Forest.

Flammable: Attacks with the Flaming Attacks special rule must reroll failed to wound rolls against models with this special rule.

Forest Walker: Models with this special rule have Strider (Forest). If a unit comprised entirely of models with this special rule starts the Close Combat Phase with the more than half of its footprint in a Forest, then all model parts with this special rule may reroll to-wound rolls of '1' in Close Combat for the duration of that phase. If the army has one or more models with Channel and Forest Walker within a Forest, add an additional +1 to friendly Channel Attempts.

Hatred: Model parts with this special rule may reroll failed to hit rolls during the first Round of Combat. Sometimes this rule may only work against certain enemies, which are then stated in brackets. For example, "Hatred (Army Book: Empire of Sonnstahl)" means that Hatred only applies when attacking models from the Empire of Sonnstahl Army Book.

Impaling Roots: Shooting Weapon. Range 12", Multiple Shots (D6+1), Strength 4 (Strength 5 if its target is in contact with a Forest), Quick to Fire, may March and Shoot, ignores to-hit modifiers from Cover.

Innate Defence (3+): A model can only use one instance of Innate Defence, use the best available Innate Defence. Innate Defence (3+): +2 to Armour Save.

Innate Defence (4+): A model can only use one instance of Innate Defence, use the best available Innate Defence. Innate Defence (4+): +3 to Armour Save.

Otherworldly: Models with this special rule have Magical Attacks, are Immune to Psychology and have a Ward Save (5+). Units with the Otherworldly special rule can only be joined by Otherworldly Characters. Similarly, Otherworldly Characters can only join Otherworldly units.

Scoring: Units with at least one model with the Scoring special rule are considered Scoring Units and are used for capturing Secondary Objectives. Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with the Scoring special rule are marked in the Armybooks with a special pennant icon:

The Scoring special rule can be lost during the game:

- One or more models in the unit are Light Troops.
- A unit that is Fleeing loses its Scoring special rule for as long as it is Fleeing.
- An Ambushing unit that entered the Battlefield on Game Turn 4 or later loses its Scoring Special rule.
- A unit that has performed a Post-Combat Reform loses its Scoring special rule until the end of the current Player Turn.

Stubborn: A unit with at least one model with this special rule ignores any Combat Score penalties to its Leadership when taking Break Tests or Combat Reform Leadership Tests.

Tree Singing: Bound Spell Power Level 3, Range 24", Duration: Instant. This spell targets a single Forest. It affects any friendly unit completely inside the Forest and all enemy units in contact with the Forest. Enemy units suffer D6 Strength 5 hits. The target Forest and all eligible friendly units (but not the enemy units) are moved D3+3" in a single direction chosen by the caster before rolling for the distance and following the rules for Magical Move. The Forest immediately stops just before moving into contact with enemy units or other Terrain Features.

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.

Hortigador



Las niñas del maíz



Las Raíces de Moho



Rootentag



Rodolmo el Hayo

