



# SYLVAN ELVES

## TOURNOIS2021 - 4 480 POINTS



1055 pts (23.00 %) 1130 pts (25.00 %) 2295 pts (51.00 %) 180 pts (4.00 %)  
**Characters**      **Core**      **Special**      **Unseen Arrows**  
 (40 Max)      (25 Least)      (0 NoLimit)      (30 Max)

### Characters



**THICKET SHEPHERD #1**  
 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	
Thicket Shepherd	4	5	5	3	4	Hand Weapon

<b>Options</b>	Battle Standard Bearer
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**CHIEFTAIN #1**  
 Chieftain - Standard - Infantry - 20x20mm

**270 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	Lightning Reflexes, Hand Weapon

<b>Options</b>	Sylvan Longbow (1+) (Lifeseed Feathers) • Light Armour • Elven Cloak • Sylvan Blades • Forest Guardian
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<b>Magic items</b>	Lifeseed Feathers (Sylvan Longbow (1+)) • Potion of Strength
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**DRUID #1**  
 Druid - Standard - Infantry - 20x20mm

**465 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

<b>Options</b>	Druidism • Wizard Master • General
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<b>Magic items</b>	Talisman of Shielding • Binding Scroll
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### Core



**SYLVAN ARCHERS #1**  
Sylvan Archers x14 - Standard - Infantry - 20x20mm

334 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

Options	Musician
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**SYLVAN ARCHERS #2**  
Sylvan Archers x11 - Standard - Infantry - 20x20mm

271 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

Options	Musician
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**HEATH RIDERS #1**  
Heath Riders x5 - Standard - Cavalry - 25x50mm

215 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
				Lightning Reflexes, Devastating Charge, Sylvan Lance	
Offensive	Att	Off	Str	Ap	Agi
Elven Horse	1	3	3	0	4
				Harnessed	

Options	Musician • Heath Hunters
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**DRYADS #1**  
Dryads x8 - Standard - Infantry - 25x25mm

155 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	Scoring
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## DRYADS #2

Dryads x8 - Standard - Infantry - 25x25mm

155 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
<b>Dryads</b>	2	4	4	1	5

Options

Scoring

Special



## THICKET BEASTS #1

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
<b>Thicket Beasts</b>	3	4	5	2	3

Options

Champion



## TREEFATHER #1

Treefather - Gigantic - Infantry - 75x50mm

430 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
<b>Treefather</b>	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



## TREEFATHER #2

Treefather - Gigantic - Infantry - 75x50mm

430 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
<b>Treefather</b>	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



### FOREST EAGLE #1

Forest Eagles - Large - Beast - 50x50mm

100 POINTS



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



### BLADE DANCERS #1

Blade Dancers x7 - Standard - Infantry - 20x20mm

240 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, Aegis (6+), Hard Target (1, 1)1)	
Offensive	Att	Off	Str	Ap	Agi
Blade Dancers	1	5	4	1	6

Options	Champion • Musician
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### THICKET BEASTS #2

Thicket Beasts x6 - Large - Infantry - 40x40mm

605 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	
Offensive	Att	Off	Str	Ap	Agi
Thicket Beasts	3	4	5	2	3

Options	Champion
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## Magics

Racial Trait Spell

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



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
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		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).}
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: <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.
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

**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.

**Lifeseed Feathers:** Attacks made with this weapon become Magical Attacks. Instead of firing this Sylvan Longbow using the standard rules for Sylvan Longbows and Longbows, the wielder may apply the following rules: Range 30", Shots always 1, Strength and Armour Penetration vary depending on the wielder's distance to the target:

- Str 4, AP 1 if within 10"
- Str 5, AP 2 if more than 10" and within 20"
- Str 6, AP 3 if more than 20" and within 30", and the attack gains Multiple Wounds (2)

**Potion of Strength:** One use only. May be activated at the start of any phase or Round of Combat. Until the end of the Player Turn the bearer gains Crush Attack.

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

## 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:**

**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.

**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.

**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:**

**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.

**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, 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.

**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.

**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

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.

**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.

Thicket Shepherd #1



Chieftain #1



Druid #1



Sylvan Archers #1



Sylvan Archers #2



Heath Riders #1



Dryads #1



Dryads #2



Thicket Beasts #1



Treefather #1



Treefather #2



Forest Eagle #1



Blade Dancers #1



Thicket Beasts #2

