Sylvan Elves

Torneo 12-02-22 - 4 421 points

Characters	Core	Special	Unseen Arrows
1635 pts (36.00 %)	*1105 pts (25.00 %)*	*581 pts (13.00 %)*	*1430 pts (32.00 %)*
(40 Max)	(25 Least)	(0 NoLimit)	(35 Max)

Characters

Avatar of Nature

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	Entangling Vines

Treefather Ancient

Treefather Ancient - *Gigantic - Infantry - 75x50mm*

805 points

Global	*Adv*	*Mar*	*Dis*			*Model Rules*
	5"	10"	9			**Stubborn, Forest Walker, Sylvan Spirit, Tree Singing**
Defensive	*HP*	*Def*	*Res*	*Arm*		
	6	4	6	4		**Aegis, Flammable**
Offensive	*Att*	*Off*	*Str*	*Ap*	*Agi*	
Treefather Ancient	3	4	5	2	2	**Crush Attack, Hand Weapon, Impaling Roots**

Options	General • Druidism • Wizard Master
Magic items	Binding Scroll

Chieftain #1

Chieftain - *Standard - Infantry - 20x20mm*

185 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*	
Chieftain	3	6	4	1	7	**Lightning Reflexes, Lightning Reflexes, Hand Weapon**

Options	Battle Standard Bearer

Core

Forest Guard #1

Forest Guard **x30** - *Standard - Infantry - 20x20mm*

385 points

Global	*Adv*	*Mar*	*Dis*			*Model Rules*
	5"	**10"**	**8**			**Scoring, Forest Walker**
Defensive	*HP*	*Def*	*Res*	*Arm*		
	1	**5**	**3**	**0**		**Light Armour**
Offensive	*Att*	*Off*	*Str*	*Ap*	*Agi*	
Forest Guard	**1**	**5**	**3**	**0**	**5**	**Lightning Reflexes**

Options	Champion • Musician • Standard Bearer • Shield and Spear

Dryads #1

Dryads **x8** - *Standard - Infantry - 25x25mm*

160 POINTS

Global	*Adv*	*Mar*	*Dis*			*Model Rules*
	5"	**10"**	**8**			**Forest Walker, Sylvan Spirit**
Defensive	*HP*	*Def*	*Res*	*Arm*		
	1	**4**	**4**	**0**		**Aegis**
Offensive	*Att*	*Off*	*Str*	*Ap*	*Agi*	
Dryad	**2**	**4**	**4**	**1**	**5**	

Options	Scoring • Champion

Dryads #1 copy

Dryads **x8** - *Standard - Infantry - 25x25mm*

160 POINTS

Global	*Adv*	*Mar*	*Dis*			*Model Rules*
	5"	**10"**	**8**			**Forest Walker, Sylvan Spirit**
Defensive	*HP*	*Def*	*Res*	*Arm*		
	1	**4**	**4**	**0**		**Aegis**
Offensive	*Att*	*Off*	*Str*	*Ap*	*Agi*	
Dryad	**2**	**4**	**4**	**1**	**5**	

Options	Scoring • Champion

Heath Riders #1

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

200 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**	**Devastating Charge, Lightning Reflexes, Sylvan Lance**
Elven Horse	**1**	**3**	**3**	**0**	**4**	**Harnessed**

Options	Heath Hunters

Heath Riders #1 copy

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

200 POINTS

Global	*Adv*	*Mar*	*Dis*			*Model Rules*
	9"	**18"**	**8**			**Scoring, Forest Walker**

Global	*Adv*	*Mar*	*Dis*		*Model Rules*

Defensive	*HP*	*Def*	*Res*	*Arm*	
	1	**4**	**3**	**1**	**Light Armour**

Offensive	*Att*	*Off*	*Str*	*Ap*	*Agi*	
Heath Rider	**1**	**4**	**3**	**0**	**5**	**Devastating Charge, Lightning Reflexes, Sylvan Lance**
Elven Horse	**1**	**3**	**3**	**0**	**4**	**Harnessed**

Options	Heath Hunters

Special

Forest Rangers #1

Forest Rangers **x24** - *Standard - Infantry - 20x20mm*

581 POINTS

Global	*Adv*	*Mar*	*Dis*		*Model Rules*
	5"	**10"**	**9**		**Fearless, Scoring, Forest Walker**

Defensive	*HP*	*Def*	*Res*	*Arm*	
	1	**5**	**3**	**0**	**Light Armour , Elven Cloak**

Offensive	*Att*	*Off*	*Str*	*Ap*	*Agi*	
Forest Ranger	**2**	**5**	**3**	**1**	**5**	**Lightning Reflexes, Great Weapon**

Options	Champion • Musician • Standard Bearer • Vanguard and +1" Adv
Magic banners	Banner of Deception (Banner Enchantment)

Unseen Arrows

Sylvan Sentinels #1

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

345 POINTS

Global	*Adv*	*Mar*	*Dis*		*Model Rules*
	5"	**10"**	**8**		**Light Troops, Skirmisher, Forest Walker, Sylvan Longbow**

Defensive	*HP*	*Def*	*Res*	*Arm*	
	1	**4**	**3**	**0**	**Hard Target**

Offensive	*Att*	*Off*	*Str*	*Ap*	*Agi*	
Sylvan Sentinel	**1**	**4**	**3**	**0**	**5**	**Lightning Reflexes, Poison Attacks**

Sylvan Sentinels #1 copy

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

345 POINTS

Global	*Adv*	*Mar*	*Dis*		*Model Rules*
	5"	**10"**	**8**		**Light Troops, Skirmisher, Forest Walker, Sylvan Longbow**

Defensive	*HP*	*Def*	*Res*	*Arm*	
	1	**4**	**3**	**0**	**Hard Target**

Offensive	*Att*	*Off*	*Str*	*Ap*	*Agi*	
Sylvan Sentinel	**1**	**4**	**3**	**0**	**5**	**Lightning Reflexes, Poison Attacks**

Pathfinders #1

Pathfinders **x10** - *Standard - Infantry - 20x20mm*

410 points

Global	*Adv*	*Mar*	*Dis*			*Model Rules*
	5"	**10"**	**8**			**Light Troops, Scout, Skirmisher, Forest Walker, Sylvan Longbow**
Defensive	*HP*	*Def*	*Res*	*Arm*		
	1	**5**	**3**	**0**		**Hard Target**
Offensive	*Att*	*Off*	*Str*	*Ap*	*Agi*	
Pathfinder	**1**	**4**	**3**	**0**	**5**	**Lightning Reflexes, Master Archer, Sylvan Blades**

Magics

Racial Trait Spell

	Casting	*Range*	*Type*	*Duration*
H 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'.}

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*
1	Healing Waters	7+ <<6+>>	18"	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+)}.
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.
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 1D6 hits with Strength <4> <<5>>, Armour Penetration <1> <<2>> and **Magical Attacks**.
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).
A	Fountain of Youth		12"	Augment, Focused	Instant	The target or its unit Recovers {Raises} 1 Health Point. This spell can only be cast once per phase.
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 board. The target gains +2 {+3} Resilience.
6	Spirits of the Wood	7+ {6+}	12"	Augment, {Universal}	Last one Turn	<If the target is an enemy unit Engaged in Combat, the spell has no effect. Otherwise,> 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).
4	Summer Growth	11+ <<10+>>	24"	Augment	Instant	This spell has different effects depending on the target: **Standard Infantry/Beast***: Raise 4 {6} Health Points. **Towering Presence****: Raise 1 {1} Health Point. **Anything else*****: 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.

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.

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).

Model Rules

Aegis:

Crush Attack:

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.

Elven Cloak: Armour Equipment
When combined with Light Armour, the wearer gains +1 Armour.

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.

Great Weapon: Attacks made with a Great Weapon gain +2 Strength, +2 Armour Penetration and always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks

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.

Lightning Reflexes:

Master Archer: Immediately before shooting with a Sylvan Longbow, all models with Master Archer in a unit may choose to gain either +2 Armour Penetration or +2 to hit until the end of the phase.

Poison Attacks: If the attack successfully hits with a natural to-hit roll of '6', it automatically wounds with no to-wound roll needed. Shooting Attacks using the Hopeless Shot can only automatically wound if the first to-hit roll is a natural '6'. Note that the second to-hit roll must still be successful in order to hit the target. If the attack can be turned into more than one hit (e.g. a hit with Area Attack, Battle Focus, or Penetrating), only a single hit, chosen by the attacker, automatically wounds. All other hits must roll to wound as normal.

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 if 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.

Scout: At step 8 of the Pre-Game Sequence (after Spell Selection) an army that includes units with Scout must state which of its units with Scout will use it, starting with the player that picked the Deployment Zone. Deploy your army as usual, but without deploying any of the Scouting units. These units are placed after all other non-Scouting units have been deployed. They can either be deployed in your Deployment Zone, using the normal rules, or they can be deployed outside the Deployment Zone, but must be more than 18" away from any enemy units. This is decreased to 12" if the Scouting unit is deployed entirely within a Forest, Ruins, Field, Building, or Water Terrain Feature. Scouting units that are deployed outside their player's Deployment Zone may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have Scouting units, alternate deploying one unit at a time, starting with the player that finished deploying first.

Skirmisher: The model can draw Lines of Sight in any direction (i.e. it is not limited by the Front Arc) from any point on its base (remember that Charge Moves are limited by a single Wheel of no more than 90°, and that Stand and Shoot Charge Reactions can only be done against enemies in the Front Arc) and can always use Shooting Attacks from any rank (they are not limited to shooting from first and second rank).
Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base to base contact with each other. Instead, models are placed with a 12.5 mm distance between them. This gap is considered part of the unit for Cover purposes, and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops, never block Line of Sight, and when units in skirmish formation would contribute to Hard Cover, they contribute to Soft Cover instead.

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.

Qr codes of your army

Your 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.

Avatar of Nature

Treefather Ancient

Chieftain #1

Forest Guard #1

Dryads #1

Dryads #1 copy

Heath Riders #1

Heath Riders #1 copy

Forest Rangers #1

Sylvan Sentinels #1

Sylvan Sentinels #1 copy

Pathfinders #1