



# SYLVAN ELVES

## LIST SYLVAN ELVES - V1 #2 - 5 779 POINTS



2028 pts (35.00%) 965 pts (17.00%) 263 pts (5.00%) 2108 pts (36.00%) 415 pts (7.00%) 0 pts (0.00%)

**Special** (50 Max)    **Rare** (25 Max)    **Heroes** (50 Max)    **Core** (25 Least)    **Lords** (50 Max)    **Mount** (0 NoLimit)

### Lords



#### TREEFATHER ANCIENT #1

Treefather Ancient - *Standard - Infantry - 20x20mm*

415 POINTS



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

<b>Options</b>	Oaken Crown - General only • Level 4 (Wizard Master)
<b>Magic items</b>	Dispel Scroll

### Heroes



#### CHIEFTAIN - BSB

Chieftain - BSB - *Standard - Infantry - 20x20mm*

133 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chieftain	5	6	6	4	3	2	7	3	9	Infantry
<b>Model Rules</b>	Forest Walker • Lightning Reflexes									

<b>Options</b>	Light Armour • Shield
<b>Magic items</b>	Bow of Wyscan



#### DRYAD MATRIARCH #1

Dryad Matriarch - *Standard - Infantry - 20x20mm*

130 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Dryad Matriarch	5	6	6	4	4	2	7	3	9	Infantry
<b>Model Rules</b>	Hatred • Otherworldly • Forest Walker									

<b>Options</b>	May take the bound spell Tree Singing • Scarred Bark • Level 1 Wizard Apprentice
<b>Magic</b>	Level 1 Wizard Apprentice . Generate spells from Path of Nature or Wilderness.

### Core



#### DRYADS #2

Dryads x15 - *Standard - Infantry - 20x20mm*

774 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Dryads	5	4	4	4	4	1	5	2	8	Infantry
Champion	5	5	5	4	4	1	5	3	8	Infantry
<b>Model Rules</b>	Hatred (if joined by a Dryad Matriarch) • Otherworldly • Forest Walker									

<b>Options</b>	Options: pts May Skirmish (max 15 models) • Champion • Standard Bearer
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### DRYADS #1

Dryads x25 - Standard - Infantry - 20x20mm

874 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Dryads	5	4	4	4	4	1	5	2	8	Infantry
Champion	5	5	5	4	4	1	5	3	8	Infantry
<b>Model Rules</b>	Hatred (if joined by a Dryad Matriarch) • Otherworldly • Forest Walker									

<b>Options</b>	Champion • Musician • Standard Bearer
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### HEATH RIDERS #1

Heath Riders x5 - Standard - Infantry - 20x20mm

460 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	5	4	4	3	3	1	5	1	8	Cavalry
Elven Horse	9	3	-	3	3	1	4	1	3	
<b>Model Rules</b>	Forest Walker (Rider only) • Lightning Reflexes (Rider only) • Fast Cavalry • Light Lance • Mount's Protection (6+) • Light Armour • Longbow									

<b>Options</b>	take Ambush
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## Special



### BLADE DANCERS #1

Blade Dancers x5 - Standard - Infantry - 20x20mm

385 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Blade Dancers	5	6	4	4	3	1	5	2	8	Infantry
<b>Model Rules</b>	Magic Resistance (1) • Immune to Psychology • Skirmishers • Forest Walker • Lightning Reflexes • Ward Save (6+) • Dances of Cenym • Sylvan Blades									

<b>Options</b>	Standard Bearer
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### KESTREL KNIGHTS #1

Kestrel Knights x3 - Standard - Infantry - 20x20mm

403 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	5	5	4	4	3	1	5	1	9	Monstrous Cavalry
Champion	5	6	5	4	3	1	5	2	9	Monstrous Cavalry
Kestrel	2	5	-	4	4	3	4	2	5	
<b>Model Rules</b>	Fast Cavalry • Fly (9) • Forest Walker (Rider only) • Lightning Reflexes (Rider only) • Sylvan Lance • Mount's Protection (6+) • Longbow									
<b>Model Rules (Rider)</b>	Devastating Charge									
<b>Model Rules (Kestrel)</b>	Armour Piercing (1)									

<b>Options</b>	May exchange Longbow for Shield • Light Armour • Skirmishers (max 3 models) • Champion
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## KESTREL KNIGHTS #2

Kestrel Knights x3 - *Standard - Infantry - 20x20mm*

**403** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	5	5	4	4	3	1	5	1	9	Monstrous Cavalry
Champion	5	6	5	4	3	1	5	2	9	Monstrous Cavalry
Kestrel	2	5	-	4	4	3	4	2	5	
<b>Model Rules</b>	Fast Cavalry • Fly (9) • Forest Walker (Rider only) • Lightning Reflexes (Rider only) • Sylvan Lance • Mount's Protection (6+) • Longbow									
<b>Model Rules (Rider)</b>	Devastating Charge									
<b>Model Rules (Kestrel)</b>	Armour Piercing (1)									

<b>Options</b>	May exchange Longbow for Shield • Light Armour • Skirmishers (max 3 models) • Champion
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## WILD HUNTSMEN #1

Wild Huntsmen x7 - *Standard - Infantry - 20x20mm*

**837** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	5	5	4	4	3	1	5	1	9	Cavalry
Champion	5	6	5	4	3	1	5	2	9	Cavalry
Elven Deer	9	3	-	4	3	1	4	1	3	
<b>Model Rules</b>	Devastating Charge (Rider only) • Light Troops • Frenzy • Ward Save (6+) • Forest Walker (Rider only) • Lightning Reflexes (Rider only) • Mount's Protection (6+) • Light Armour • Light Lance									

<b>Options</b>	Shield • Champion
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<b>Magic banners</b>	Banner of Speed (Banner Enchantment)
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Rare



## SYLVAN SENTINELS #1

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

**365** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Sylvan Sentinels	5	4	4	3	3	1	5	1	8	Infantry
<b>Model Rules</b>	Skirmishers • Forest Walker • Lightning Reflexes • Longbow									

<b>Options</b>	May take Hawthorn Points
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## SYLVAN SENTINELS #2

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

**365** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Sylvan Sentinels	5	4	4	3	3	1	5	1	8	Infantry
<b>Model Rules</b>	Skirmishers • Forest Walker • Lightning Reflexes • Longbow									

<b>Options</b>	May take Hawthorn Points
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## TREEFATHER #2

Treefather - *Standard - Infantry - 20x20mm*

**235** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Treefather	5	5	5	6	6	5	2	5	8	Monster
<b>Model Rules</b>	Otherworldly • Stubborn • Forest Walker • Flammable • Crush Attack • Innate defence (3+)									

<b>Options</b>	May take Impaling Roots
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## Magics

### Magic items

**Bow of Wyscan:**

**Dispel Scroll:**

### Magic banners

**Banner of Speed:**

### Model Rules

**Armour Piercing (1):**

**Crush Attack:**

**Dances of Cenyryn:**

**Devastating Charge:**

**Devastating Charge (Rider only):**

**Fast Cavalry:**

**Flammable:**

**Fly (9):**

**Forest Walker:**

**Forest Walker (Rider only):**

**Frenzy:**

**Hatred:**

**Hatred (if joined by a Dryad Matriarch):**

**Immune to Psychology:**

**Impaling Roots:**

**Innate defence (3+):**

**Innate Defence (5+):**

**Light Armour:**

**Light Lance:**

**Light Troops:**

**Lightning Reflexes:**

**Lightning Reflexes (Rider only):**

**Longbow:**

**Magic Resistance (1):**

**Master Archer:**

**Mount's Protection (6+):**

**Multiple Shots (Attacks on profile):**

**Not A Leader:**

**Otherworldly:**

**Scout:**

**Skirmishers:**

**Stubborn:**

**Sylvan Blades:**

Sylvan Lance:

Ward Save ( 4+ ):

Ward Save (6+):

## 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.

Blade Dancers #1



Chieftain - BSB



Dryad Matriarch #1



Dryads #2



Dryads #1



Heath Riders #1



Kestrel Knights #1



Kestrel Knights #2



Sylvan Sentinels #1



Sylvan Sentinels #2



Treefather #2



Treefather Ancient #1



Wild Huntsmen #1