



# SYLVAN ELVES

## LIST SYLVAN ELVES #3 - 1 959 POINTS



560 pts (29.00%) 474 pts (24.00%) 925 pts (47.00%) 0 pts (0.00%)  
**Characters**      **Core**      **Special**      **Unseen Arrows**  
 (40 Max)      (25 Least)      (0 NoLimit)      (30 Max)

### Characters



#### DRYAD ANCIENT #2

Dryad Ancient - Standard - Infantry - 25x25mm

145 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Forest Walker, Tree Singing, Sylvan Spirit		
Defensive	HP	Def	Res	Arm		
	3	6	4	0	Aegis (5+)	
Offensive	Att	Off	Str	Ap	Agi	
Dryad Matriarch	3	6	4	1	7	Hatred, Hand Weapon

Options	Wizard Apprentice
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#### DRYAD ANCIENT #1

Dryad Ancient - Standard - Infantry - 25x25mm

145 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Forest Walker, Tree Singing, Sylvan Spirit		
Defensive	HP	Def	Res	Arm		
	3	6	4	0	Aegis (5+)	
Offensive	Att	Off	Str	Ap	Agi	
Dryad Matriarch	3	6	4	1	7	Hatred, Hand Weapon

Options	Wizard Apprentice
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#### THICKET SHEPHERD #1

Thicket Shepherd - Large - Infantry - 40x40mm

270 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

### Core



#### DRYADS #2

Dryads x12 - Standard - Infantry - 25x25mm

229 POINTS



Global	Adv	Mar	Dis	Model Rules		
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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>
<b>Dryads</b>	2	4	4	1	5

<b>Options</b>	Champion
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### DRYADS #1

Dryads x13 - Standard - Infantry - 25x25mm

## 245 POINTS



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

<b>Options</b>	Champion
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## Special



### THICKET BEASTS #1


Thicket Beasts x5 - Large - Infantry - 40x40mm

## 490 POINTS



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


<b>Options</b>	Champion
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### TREEFATHER #1

Treefather - Gigantic - Infantry - 75x50mm

## 435 POINTS



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

## Magics

Racial Trait Spell

	Casting	Range	Type	Duration
	Forest Embrace			
<i>Mf</i>	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'.]				

## 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:

**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

**Hatred:** During the first Round of Combat, failed to-hit rolls from attacks with Hatred must be rerolled.

### 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.

**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 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.

## 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.

Dryad Ancient #2



Dryad Ancient #1



Thicket Shepherd #1



Dryads #2



Dryads #1



Thicket Beasts #1



Treefather #1

