



Sylvan Elves

Troops

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Warrior	16	7"	1	2 - Shield	2	8	1 / 3		
Warrior with Spear	25	7"	1	2 - Shield	2	8	1 / 3 - Str (1), Long Weapons		
Warrior with Bow	42	7"	1	1	2	8	1 / 3	Bow (21"): 1 / 4 Str (1)	
Scout	17	7"	1	1	2	9	1 / 3		Infiltrate (21)
Scout with Bow	44	7"	1	1	2	9	1 / 3	Bow (21"): 1 / 4 Str (1)	Infiltrate (55)
Feral Elves	35	8"	1	0 Evasion (1)	2	9 - Fearless	2 / 3 - Str (1)		
Light Cavalry	31	18"	2	2	2	8	1 / 3 - Str (1) Horse: 1 / 2		Base: 2
Light Cavalry with Lance	38	18"	2	2	2	8	1 / 3 - Str (1), Long Weapon Horse: 1 / 2		Base: 2
Light Cavalry with Bow (Elite)	58	18"	2	2	2	8	1 / 3 - Str (1) Horse: 1 / 2	Bow (21"): 1 / 4 Str (1)	Base: 2
Tree Spirit	39	6" - Forest-walker	2	2 Fixed	3	8 - Fearless	2 / 3 - Str (1) Magical		

Characters

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Lord	201	7" Forester	4	3 Fixed Evasion (2)	3	11 - Fearless	3 / 4 - Str (2), Magical, First Strike	(1 / 5)	
Champion	123	7" Forester	3	3 Fixed Evasion (1)	3	10 - Fearless	3 / 3 - Str (2), Magical, First Strike	(1 / 5)	
Feral Elf Pack Leader	125	8" Forester	2	0 Evasion (2)	2	10 - Fearless	4 / 3 - Str (2), Magical, First Strike		
Wizard	345	7" Forester	3	2 Fixed Evasion (1)	4	10 - Fearless	2 / 3 - Str (1), Magical, First Strike	(1 / 4)	Spell Caster Nature, Life, Water
Horse For Characters	21	18"	1	Same as rider	-	Same as rider	1 / 2		

All Sylvan Elves may move as Forestwalkers, even cavalry. Elf war machines have skill 3 melee attacks, magic resistance 2 and cost 8 VP more than standard war machines. The reinforcement cost is 52 points.