



WARHAMMER LEGENDS: GRAND ALLIANCE ORDER

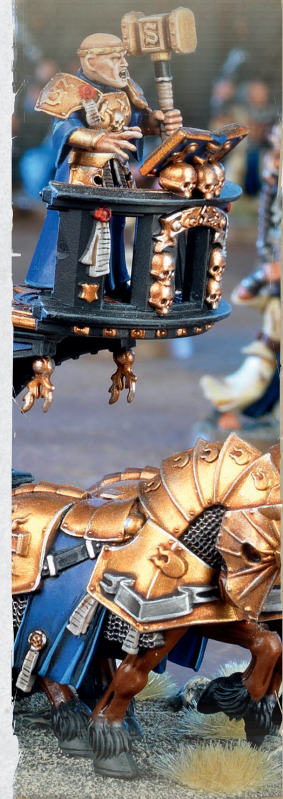
On the following pages, you will find all of the rules you need to use the following Warhammer Legends units from Grand Alliance Order in your games of Warhammer Age of Sigmar.

Every Citadel Miniature is a unique piece of the ever-evolving narrative of Warhammer. It is, then, an unfortunate truth that we can't continue to sell and support every model we've ever made indefinitely. As we make new models, and new books to explore their background and rules, we have to stop producing and featuring some older models. But just like many of you, we still treasure our collections of older Citadel Miniatures, and we still want to be able to use them in games and forge glorious narratives on the tabletop! This is where Warhammer Legends comes in: it gives us a place to publish rules that allow you to play games with your older miniatures.

The warscrolls in this document are not intended for competitive play. If you want to include any of the following units in your army, you must get your opponent's permission first. Each unit belongs to one or more factions, as shown in the table below. Each unit will either have its own warscroll in this document, or you will be able to use a warscroll from the Warhammer Age of Sigmar battletome for its faction. The Pitched Battle profiles for the models that have a warscroll in this compendium can be found at the end of this document. Models that use a warscroll from a battletome use the Pitched Battle profile for that warscroll in that battletome.

MODEL	FACTION	WARSCROLL
Devoted of Sigmar – War Altar of Sigmar	Cities of Sigmar	War Altar of Sigmar (pg 2)
Devoted of Sigmar – Warrior Priest	Cities of Sigmar	Warrior Priest (pg 3)
Devoted of Sigmar – Witch Hunter	Cities of Sigmar	Witch Hunter (pg 3)
Devoted of Sigmar – Excelsior Warpriest	Cities of Sigmar	Excelsior Warpriest (pg 4)
Freeguild – Freeguild General on Warhorse	Cities of Sigmar	Freeguild General on Warhorse (pg 5)
Freeguild – Freeguild General with Stately War Banner	Cities of Sigmar	Freeguild General (see battletome)
Freeguild – Freeguild Archers	Cities of Sigmar	Freeguild Archers (pg 5)
Ironweld Arsenal – Gunmaster	Cities of Sigmar	Cogsmith (see battletome)
Ironweld Arsenal – Cannon	Cities of Sigmar	Ironweld Arsenal Cannon (pg 6)
Ironweld Arsenal – Organ Gun	Cities of Sigmar	Helblaster Volley Gun (see battletome)
Dispossessed – Unforged	Fyreslayers	Doomseeker (see battletome)
Dispossessed – Warriors	Cities of Sigmar	Dispossessed Warriors (pg 7)
Dispossessed – Thunderers	Cities of Sigmar	Dispossessed Thunderers (pg 7)
Dispossessed – Quarrellers	Cities of Sigmar	Dispossessed Quarrellers (pg 8)
Eldritch Council – Archmage	Cities of Sigmar	Archmage (pg 8)
Eldritch Council – Archmage on Dragon	Cities of Sigmar	Archmage on Dragon (pg 9)
Eldritch Council – Drakeseer	Cities of Sigmar	Drakeseer (pg 10)
Eldritch Council – Loremaster	Cities of Sigmar	Loremaster (pg 11)
Eldritch Council – Swordmasters	Cities of Sigmar	Swordmasters (pg 11)
Lion Rangers – White Lions	Cities of Sigmar	White Lions (pg 12)
Lion Rangers – White Lion Chariots	Cities of Sigmar	White Lion Chariots (pg 12)
Order Draconis – Dragonlord	Cities of Sigmar	Dragonlord (pg 13)
Order Draconis – Dragon Noble	Cities of Sigmar	Dragon Noble (pg 14)
Order Draconis – Dragon Noble with Phoenix Banner	Cities of Sigmar	Dragon Noble (pg 14)
Order Draconis – Dragon Blades	Cities of Sigmar	Dragon Blades (pg 15)
Aelf – Tenebrael Shard	Cities of Sigmar	Tenebrael Shard (pg 15)
Aelf – Mistweaver Saih	Cities of Sigmar	Mistweaver Saih (pg 15)

MODEL	FACTION	WARSCROLL
Swifthawk Agents – Skywarden	Cities of Sigmar	Skywarden (pg 16)
Swifthawk Agents – Skycutters	Cities of Sigmar	Skycutters (pg 16)
Swifthawk Agents – Chariots	Cities of Sigmar	Swifthawk Chariots (pg 17)
Wanderers – Spellweaver	Cities of Sigmar	Spellweaver (pg 17)
Wanderers – Waystrider	Cities of Sigmar	Waystrider (pg 18)
Wanderers – Waywatcher	Cities of Sigmar	Waywatcher (pg 18)
Wanderers – Wayfinder	Cities of Sigmar	Wayfinder (pg 19)
Wanderers – Glade Guard	Cities of Sigmar	Glade Guard (pg 19)



WARSCROLL WAR ALTAR OF SIGMAR

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Light of Banishment	20"	D3	3+	☀	-1	3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sigmarite Greathammer	1"	3	4+	3+	-1	1
Sigmarite Warhammer	1"	4	4+	4+	-	1
Staff of Sigmar	1"	1	4+	3+	-	D3
Steel-shod Hooves	1"	4	4+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Sigmar's Shield	Light of Banishment
0-4	10"	15"	2+
5-6	9"	12"	3+
7-8	8"	9"	3+
9+	7"	6"	4+

A War Altar of Sigmar is armed with Light of Banishment.

ARCH LECTOR: This model is commanded by an 1 Arch Lector armed with 1 of the following weapon options: Sigmarite Greathammer; or Sigmarite Warhammer and Staff of Sigmar.

MOUNT: This unit's Warhorses are armed with Steel-shod Hooves.

Devotional Horn: Once per battle, at the start of the battleshock phase, you can say that this model will blow its Devotional Horn. If you do so, enemy units within 10" of this model cannot issue or receive commands in that phase.

Light of Banishment: Add 1 to the damage inflicted by each successful attack made with Light of Banishment that targets a **DAEMON** unit.

Sigmar's Shield: Friendly **DEVOTED OF SIGMAR** units that are wholly within range of this unit's Sigmar's Shield ability, as shown on the damage table above, have a ward of 6+.

KEYWORDS

ORDER, CITIES OF SIGMAR, HUMAN, CELESTIAL, DEVOTED OF SIGMAR, TOTEM, HERO, PRIEST, WAR ALTAR OF SIGMAR



WARSCROLL WARRIOR PRIEST

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sigmarite Warhammer	1"	4	4+	4+	-	1
Paired Sigmarite Warhammers	1"	6	4+	4+	-	1
Sigmarite Greathammer	1"	2	4+	3+	-1	1
Steel-shod Hooves	1"	2	4+	4+	-	1

A Warrior Priest is armed with one of the following weapon options: Sigmarite Warhammer and Sigmarite Shield; Paired Sigmarite Warhammers; or Sigmarite Greathammer.

SHIELD: If this unit is armed with a Sigmarite Shield, it has a Save characteristic of 3+ instead of 4+.

MOUNT: This unit can be mounted on a Barded Warhorse that is armed with Steel-shod Hooves. If this unit is mounted on a Barded Warhorse, it has a Move characteristic of 12" instead of 5".

KEYWORDS

ORDER, CITIES OF SIGMAR, HUMAN, CELESTIAL, DEVOTED OF SIGMAR, HERO, PRIEST, WARRIOR PRIEST



WARSCROLL WITCH HUNTER

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Baroque Pistol	9"	1	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Blessed Rapier	1"	4	3+	4+	-	1
Silver Greatsword	1"	3	3+	3+	-1	1

A Witch Hunter is armed with one of the following weapon options: Baroque Pistol and Silver Greatsword; or Baroque Pistol and Blessed Rapier.

Grim Resolve: This unit has a ward of 5+.

Sigmar's Judgement: Add 1 to the damage inflicted by each successful attack made by this unit if the target is a WIZARD or DAEMON.

KEYWORDS

ORDER, CITIES OF SIGMAR, HUMAN, CELESTIAL, DEVOTED OF SIGMAR, HERO, WITCH HUNTER



This courageous mortal man has taken up arms to protect Sigmar's faithful from Chaos, and has been gifted with the power to summon forth the divine light of Sigmar. With this holy radiance he scours away the abominations of Chaos even as he heals the wounds of his comrades in battle.

WARSCROLL EXCELSIOR WARPRIEST

MELEE WEAPONS

Warhammer

Range

1"

Attacks

4

To Hit

4+

To Wound

4+

Rend

-

Damage

1

An Excelsior Warpriest is armed with a Warhammer.

Loyal Companion: The first time this unit is set up on the battlefield, you can summon 1 **FREE CITY GRYPH-HOUNDS** unit consisting of 1 model to the battlefield and add it to your army. Set up the **FREE CITY GRYPH-HOUNDS** unit wholly within 3" of this unit and more than 9" from all enemy units.

KEYWORDS

ORDER, CITIES OF SIGMAR, HUMAN, CELESTIAL, DEVOTED OF SIGMAR, HERO, PRIEST, EXCELSIOR WARPRIEST



Gryph-hounds are pack-hunting creatures from the realm of Azyr, noble beasts that detest corruption. Their sharp senses pierce deception as easily as their beaks and claws shred the flesh of the unfaithful. Packs of Gryph-hounds are known to ally themselves to those fighting for a just cause, and they offer loyal protection to their companions.

WARSCROLL

FREE CITY GRYPH-HOUNDS

MELEE WEAPONS

Vicious Beak and Claws

Range

1"

Attacks

4

To Hit

3+

To Wound

4+

Rend

-

Damage

1

Each model in a Free City Gryph-hounds unit is armed with a Vicious Beak and Claws.

Darting Attacks: After this unit has fought and all of its attacks have been resolved, it can retreat 6".

KEYWORDS

ORDER, CITIES OF SIGMAR, CELESTIAL, FREE CITY GRYPH-HOUNDS



WARSCROLL FREEGUILD GENERAL ON WARHORSE

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Pistol	9"	1	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sigmarite Weapon	1"	5	3+	4+	-1	1
Freeguild Lance	2"	3	3+	4+	-1	2
Steel-shod Hooves	1"	2	4+	4+	-	1

A *Freeguild General on Warhorse* is armed with one of the following weapon options: *Sigmarite Weapon and Freeguild Shield*; *Sigmarite Weapon and Pistol*; *Sigmarite Weapon and Stately War Banner*; or *Freeguild Lance and Freeguild Shield*.

MOUNT: This unit's Warhorse attacks with its Steel-shod Hooves.

STATELY WAR BANNER: If this unit is armed with a Stately War Banner, it gains the **TOTEM** keyword.

Charging Lance: This unit's Freeguild Lance has a Rend characteristic of -2 instead of -1 if this unit made a charge move in the same turn.

Hold the Line: You can use this command ability in your hero phase. This unit must issue the command and up to 3 friendly **FREEGUILD** units can receive the command. Until the start of your next hero phase, add 1 to hit and wound rolls for attacks made by the units that received the command if they have not made a normal move, run, retreat or charge move in the same turn.

KEYWORDS ORDER, CITIES OF SIGMAR, HUMAN, FREE PEOPLES, HERO, FREEGUILD GENERAL



WARSCROLL FREEGUILD ARCHERS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bow	18"	1	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Shortsword	1"	1	5+	4+	-	1

Each model in a *Freeguild Archers* unit is armed with a Bow and Shortsword.

CHAMPION: 1 model in this unit can be a Marksman. Add 1 to the Attacks characteristic of that model's Bow.

Huntsmen: After deployment, you can move this unit up to 2D6".

KEYWORDS ORDER, CITIES OF SIGMAR, HUMAN, FREE PEOPLES, FREEGUILD ARCHERS



WARSCROLL

IRONWELD ARSENAL CANNON

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Cannon Shell	32"	2	4+	2+	-2	D6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Artillery Toolss	1"	3	4+	5+	-	1

An Ironweld Arsenal Cannon is armed with Cannon Shells.

CREW: An Ironweld Arsenal Cannon has 3 Duardin Crew, who are armed with Artillery Tools. The crew must remain within 1" of the Ironweld Arsenal Cannon. For rules purposes, the Ironweld Arsenal Cannon and its crew are treated as a single model.

Explosive Shells: Add 1 to hit rolls for a Cannon Shell if the target unit has more than 5 models.

KEYWORDS ORDER, CITIES OF SIGMAR, IRONWELD ARSENAL, WAR MACHINE, CANNON



WARSCROLL DISPOSSESSED WARRIORS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Duardin Axe or Duardin Hammer	1"	1	3+	4+	-	1
Double-handed Duardin Axe	1"	1	4+	3+	-1	1

Each model in a Dispossessed Warriors unit is armed with one of the following weapon options: Duardin Axe or a Duardin Hammer; or Double-handed Duardin Axe. All models in the unit must be armed with the same weapon option.

Resolute in Defence: Add 1 to save rolls for attacks that target this unit if this unit has not made a charge move in the same turn.

CHAMPION: 1 model in this unit can be a Veteran. Add 1 to the Attacks characteristic of that model's melee weapon.

STANDARD BEARER: 1 in every 10 models in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of this unit if it includes any Standard Bearers.

MUSICIAN: 1 in every 10 models in this unit can be a Hornblower. You can add 1 to charge rolls for this unit if it includes any Hornblowers.

KEYWORDS ORDER, CITIES OF SIGMAR, DUARDIN, DISPOSSESSED, WARRIORS



WARSCROLL DISPOSSESSED THUNDERERS

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Duardin Handgun	16"	1	4+	3+	-1	1
Brace of Duardin Pistols	8"	2	4+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Duardin Handgun	1"	1	4+	5+	-	1
Brace of Duardin Pistols	1"	2	4+	4+	-	1

Each model in a Dispossessed Thunderers unit is armed with a Duardin Handgun.

Precision Fire: Add 1 to hit rolls for this unit's Duardin Handguns if it has not made a normal move in the same turn.

CHAMPION: 1 model in this unit can be a Veteran. A Veteran is armed with a Brace of Duardin Pistols instead of a Duardin Handgun.

STANDARD BEARER: 1 in every 10 models in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of this unit if it includes any Standard Bearers.

MUSICIAN: 1 in every 10 models in this unit can be a Drummer. You can add 1 to charge rolls for this unit if it includes any Drummers.

KEYWORDS ORDER, CITIES OF SIGMAR, DUARDIN, DISPOSSESSED, THUNDERERS



WARSCROLL DISPOSSESSED QUARRELLERS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Duardin Crossbow	20"	1	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ranger Axe	1"	1	4+	4+	-	1

Each model in a Dispossessed Quarrellers unit is armed with a Duardin Crossbow and Ranger Axe.

CHAMPION: 1 model in this unit can be a Veteran. Add 1 to the Attacks characteristic of that model's Ranger Axe.

STANDARD BEARER: 1 in every 10 models in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of this unit if it includes any Standard Bearers.

MUSICIAN: 1 in every 10 models in this unit can be a Drummer. You can add 1 to charge rolls for this unit if it includes any Drummers.

Precision Fire: Add 1 to the Attacks characteristic of this unit's Duardin Crossbows if it has not made a normal move in the same turn.

KEYWORDS ORDER, CITIES OF SIGMAR, DUARDIN, DISPOSSESSED, QUARRELLERS



WARSCROLL ARCHMAGE

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Seerstaff	1"	1	5+	5+	-	1
Swift Hooves	1"	2	4+	4+	-	1

An Archmage is armed with a Seerstaff.

MOUNT: This unit can have an Aelven Steed mount that is armed with Swift Hooves. If this unit has an Aelven Steed mount, it has a Move characteristic of 14" instead of 6".

Elemental Shield: Elemental Shield is a spell that has a casting value of 6 and a range of 18". If successfully cast, until your next hero phase, the caster has a ward of 6+, and friendly units have a ward of 6+ while they are wholly within 18" of the caster.

KEYWORDS ORDER, CITIES OF SIGMAR, AELF, ELDRITCH COUNCIL, HERO, WIZARD, ARCHMAGE

WARSCROLL
ARCHMAGE
 ON DRAGON



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Magestaff	2"	1	4+	3+	-1	D3
Sorcerous Blade	1"	3	4+	4+	-	1
Claws	2"	✱	4+	3+	-1	2
Fearsome Jaws	3"	3	4+	✱	-2	D6

DAMAGE TABLE			
Wounds Suffered	Move	Claws	Fearsome Jaws
0-5	14"	6	2+
6-8	12"	5	3+
9-11	10"	4	3+
12+	8"	3	4+

An Archmage on Dragon is armed with a Magestaff and Sorcerous Blade.

MOUNT: This unit's Dragon is armed with Claws and Fearsome Jaws.

FLY: This unit can fly.

Dragonfire: In your shooting phase, this unit's Dragon can unleash a blast of dragonfire. When it does so, pick 1 enemy unit within 12" of this unit and visible to it, and roll a dice. On a 2+, that enemy unit suffers D3 mortal wounds.

Drain Magic: Drain Magic is a spell that has a casting value of 6 and a range of 18". If successfully cast, pick 1 enemy **WIZARD** within range and visible to the caster. Reduce the number of spells that enemy **WIZARD** can attempt to cast by 1 until your next hero phase.



KEYWORDS ORDER, CITIES OF SIGMAR, AELF, DRAGON, ELDRITCH COUNCIL, HERO, WIZARD, MONSTER, ARCHMAGE

WARSCROLL DRAKESEER



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sunstaff	2"	2	4+	3+	-1	D3
Claws	2"	☀	4+	3+	-1	2
Fearsome Jaws	3"	3	4+	☀	-2	D6

DAMAGE TABLE			
Wounds Suffered	Move	Claws	Fearsome Jaws
0-5	14"	6	2+
6-8	12"	5	3+
9-11	10"	4	3+
12+	8"	3	4+

A Drakeseer is armed with a Sunstaff.

MOUNT: This unit's Dragon is armed with Claws and Fearsome Jaws.

FLY: This unit can fly.

Dragonfire: In your shooting phase, this unit's Dragon can unleash a blast of dragonfire. When it does so, pick 1 enemy unit within 12" of this unit and visible to it, and roll a dice. On a 2+, that enemy unit suffers D3 mortal wounds.

Flames of the Phoenix: Flames of the Phoenix is a spell that has a casting value of 7 and a range of 18". If successfully cast, pick 1 enemy unit within range and visible to the caster. That unit suffers D3 mortal wounds. Then, roll a dice. On a 1-3 the effect of this spell ends. On a 4+, that unit suffers an additional D3 mortal wounds. Keep rolling in this way until either the effect of the spell ends or the unit is destroyed.



KEYWORDS ORDER, CITIES OF SIGMAR, AELF, DRAGON, ELDRITCH COUNCIL, HERO, WIZARD, MONSTER, DRAKESEER

WARSCROLL LOREMASTER

MELEE WEAPONS

Greatsword

Range

1"

Attacks

3

To Hit

3+

To Wound

3+

Rend

-1

Damage

2

A Loremaster is armed with a Greatsword.

Hand of Glory: Hand of Glory is a spell that has a casting value of 5 and a range of 18". If successfully cast, pick 1 friendly **HERO** within range and visible to the caster. Add 1 to hit and wound rolls for attacks made by that friendly **HERO** until your next hero phase.



KEYWORDS

ORDER, CITIES OF SIGMAR, AELF, ELDRITCH COUNCIL, HERO, WIZARD, LOREMASTER

WARSCROLL SWORDMASTERS

MELEE WEAPONS

Greatsword

Range

1"

Attacks

2

To Hit

3+

To Wound

3+

Rend

-1

Damage

1

Each model in a Swordmasters unit is armed with a Greatsword.

A Blur of Blades: If the unmodified hit roll for an attack made by this unit is 6, that attack scores 2 hits on the target instead of 1. Make a wound roll and save roll for each hit.

CHAMPION: 1 model in this unit can be a Bladelord. Add 1 to the Attacks characteristic of that model's Greatsword.

STANDARD BEARER: 1 in every 5 models in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of this unit if it includes any Standard Bearers.

MUSICIAN: 1 in every 5 models in this unit can be a Hornblower. You can add 1 to charge rolls for this unit if it includes any Hornblowers.



KEYWORDS

ORDER, CITIES OF SIGMAR, AELF, ELDRITCH COUNCIL, SWORDMASTERS

WARSCROLL
WHITE LIONS



MELEE WEAPONS

Ranger Greataxe

Range

1"

Attacks

2

To Hit

3+

To Wound

3+

Rend

-1

Damage

1

Each model in a White Lions unit is armed with a Ranger Greataxe.

Lion Cloaks: This unit has a ward of 6+.

CHAMPION: 1 model in this unit can be a Guardian. Add 1 to the Attacks characteristic of that model's Ranger Greataxe.

STANDARD BEARER: 1 in every 5 models in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of this unit if it includes any Standard Bearers.

MUSICIAN: 1 in every 5 models in this unit can be a Hornblower. You can add 1 to charge rolls for this unit if it includes any Hornblowers.

KEYWORDS

ORDER, CITIES OF SIGMAR, AELF, LION RANGERS, WHITE LIONS



WARSCROLL
WHITE LION CHARIOTS

MELEE WEAPONS

Ranger Greataxes

Fangs and Claws

Range

1"

1"

Attacks

4

4

To Hit

3+

4+

To Wound

3+

3+

Rend

-1

-

Damage

1

1

Each model in a White Lion Chariots unit is armed with Ranger Greataxes.

Unbridled Ferocity: After a model in this unit finishes a charge move, roll a dice for each enemy unit within 1" of that model. On a 3+, that unit suffers D3 mortal wounds. If this unit has more than 1 model, roll to determine if mortal wounds are inflicted after each model finishes its charge move, but do not allocate the mortal wounds until all of the models in the unit have finished their charge moves.

MOUNT: This unit's War Lions are armed with Fangs and Claws.

KEYWORDS

ORDER, CITIES OF SIGMAR, AELF, LION RANGERS, WHITE LION CHARIOTS

WARSCROLL DRAGONLORD



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Reaver Bow	20"	3	3+	3+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dragon Lance	2"	3	3+	3+	-1	2
Dragon Blade	2"	4	3+	3+	-1	D3
Claws	2"	☀	4+	3+	-1	2
Fearsome Jaws	3"	3	4+	☀	-2	D6

DAMAGE TABLE			
Wounds Suffered	Move	Claws	Fearsome Jaws
0-5	14"	6	2+
6-8	12"	5	3+
9-11	10"	4	3+
12+	8"	3	4+

A Dragonlord is armed with one of the following weapon options: Dragon Blade and Enchanted Shield; Dragon Lance and Enchanted Shield; Dragon Lance and Reaver Bow; Dragon Lance and Reaver Bow; Dragon Blade and Aelven War Horn; or Dragon Lance and Aelven War Horn.

Fly: This unit can fly.

MOUNT: This unit's Dragon is armed with Claws and Fearsome Jaws.

Dragon Lance: If this unit is armed with a Dragon Lance and it makes a charge move, until the end of the turn, add 1 to wound rolls for attacks made with its Dragon Lance and add 1 to the damage inflicted by each successful attack made with its Dragon Lance.

Enchanted Shield: If this unit is armed with an Enchanted Shield, you can add 1 to save rolls for attacks that target this unit.

Aelven War Horn: If this unit is armed with an Aelven War Horn, once per battle, in the combat phase, you can say that it will sound the attack. If you do so, until the end of that phase, add 1 to the Attacks characteristic of melee weapons used by friendly **ORDER DRACONIS** units while they are within 10" of this unit. A unit cannot be affected by this ability more than once per phase.

Dragonfire: In your shooting phase, this unit's Dragon can unleash a blast of dragonfire. When it does so, pick 1 enemy unit within 12" of this unit and visible to it, and roll a dice. On a 2+, that enemy unit suffers D3 mortal wounds.

Lord of Dragons: Once per battle, in the combat phase, you can say that this unit will inspire members of its order. If you do so, pick all friendly **ORDER DRACONIS** units within 10" of this unit. Add 1 to hit rolls for attacks made by those units until the end of that phase.

KEYWORDS ORDER, CITIES OF SIGMAR, AELF, DRAGON, ORDER DRACONIS, HERO, MONSTER, DRAGONLORD



WARSCROLL DRAGON NOBLE

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Reaver Bow	20"	3	3+	3+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Star Blade	1"	6	3+	4+	-	1
Star Lance	2"	3	3+	4+	-1	2
Enchanted Polearm	1"	3	3+	3+	-1	D3
Ithilmar-shod Hooves	1"	2	4+	4+	-	1

A *Dragon Noble* is armed with one of the following weapon options: *Star Blade*; *Star Lance*; *Enchanted Polearm*; or *Star Blade* and *Phoenix Banner*.

MOUNT: This unit can have an Aelven Purebreed mount that is armed with Ithilmar-shod Hooves. If this unit has an Aelven Purebreed mount, it has a Move characteristic of 12" instead of 6".

Enchanted Shield: You can add 1 to save rolls for attacks that target this unit.

Star Lance: If this unit is armed with a Star Lance and it makes a charge move, until the end of the turn, add 1 to wound rolls for attacks made with its Star Lance and add 1 to the damage inflicted by each successful attack made with its Star Lance.

Phoenix Banner: If this unit is armed with a Phoenix Banner, it gains the **TOTEM** keyword and you can re-roll charge rolls for friendly **ORDER DRACONIS** units within 16" of this unit.

Might of the Dragon: Once per battle, in the combat phase, you can say that this unit will inspire members of its order. If you do so, pick this unit and 1 other friendly **ORDER DRACONIS** unit within 10" of this unit. Add 1 to hit rolls for attacks made by those units until the end of that phase.

KEYWORDS ORDER, AELF, ORDER DRACONIS, HERO, DRAGON NOBLE



WARSCROLL DRAGON BLADES

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Drake Lance and Drake Sword	1"	2	3+	4+	-	1
Ithilmar-shod Hooves	1"	2	4+	4+	-	1

Each model in a *Dragon Blades* unit is armed with a *Drake Lance* and *Drake Sword*.

MOUNT: This unit's Aelven Purebreeds are each armed with Ithilmar-shod Hooves.

CHAMPION: 1 model in this unit can be a Drakemaster. Add 1 to the Attacks characteristic of that model's Drake Lance and Drake Sword.

STANDARD BEARER: 1 in every 5 models in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of this unit if it includes any Standard Bearers. Add 2 to the Bravery characteristic of this unit instead if this unit includes any Standard Bearers and is within 8" of another friendly **ORDER DRACONIS** unit.

MUSICIAN: 1 in every 5 models in this unit can be a Hornblower. Add 1 to run rolls and charge rolls for this unit if it includes any Hornblowers.

Lance Charge: Add 1 to the wound rolls and Damage of this unit's Drake Lances and Swords if it charged in the same turn.

Dragon Lance: If this unit makes a charge move, until the end of the turn, add 1 to wound rolls for attacks made with its Drake Lances and Drake Swords and add 1 to the damage inflicted by each successful attack made with its Drake Lances and Drake Swords.

Drake Shields: Add 1 to save rolls for attacks that target this unit.

Ancient Dignity: Do not take battleshock tests for this unit if it is within 16" of a friendly **ORDER DRACONIS HERO**.

KEYWORDS ORDER, CITIES OF SIGMAR, AELF, ORDER DRACONIS, DRAGON BLADES

WARSCROLL TENEBRAEL SHARD

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Bladed Barbs	1"	6	4+	4+	-	1
Reaper Gauntlets	2"	2	3+	3+	-1	D3

A Tenebrael Shard is armed with Bladed Barbs and Reaper Gauntlets.

Shadowstrike: In your hero phase, you can roll a dice for this unit. If you do so, on a 4+, you can remove this unit from the battlefield and set it up anywhere on the battlefield that is within 3" of any enemy units. If you do so, add 1 to hit rolls for attacks made by this unit until the end of the turn.

Graceful Killer: Ignore Rend modifiers to save rolls for attacks that target this unit.

Incredible Speed: At the end of the combat phase, if any enemy models were slain by wounds inflicted by this model's attacks in that phase, this model can move up to 8" but cannot finish that move within 3" of an enemy unit.

KEYWORDS ORDER, CITIES OF SIGMAR, AELF, HERO, TENEBRAEL SHARD



A Tenebrael Shard is a killer of superlative skill. Fast beyond belief, supernaturally agile and ominously silent, the Shard closes upon his prey as fast as thought and ends their lives with callous efficiency. None know whether he is an assassin, a spy, or simply a terrifying force of nature, but to stand in his path means certain death.

WARSCROLL MISTWEAVER SAIH

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Aelven Blade	1"	3	4+	4+	-	1
Mistweaver's Staff	2"	1	4+	3+	-1	D3

A Mistweaver Saih is armed with an Aelven Blade and Mistweaver's Staff.

WIZARD: This unit can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.

Glimmermist: Once per turn, when this unit is picked as the target of an attack, you can say that the Mistweaver will shroud herself in glimmermist. If you do so, this unit's Save characteristic is 1+ instead of 6+ until all of the attacking unit's attacks have been resolved.

Illusory Assault: Illusory Assault is a spell that has a casting value of 6 and a range of 24". If successfully cast, pick 1 enemy unit within range and visible to the caster, and roll 3D6. If the roll is greater than that enemy unit's Bravery characteristic, it suffers D3 mortal wounds. If the roll is at least double that enemy unit's Bravery characteristic, it suffers D6 mortal wounds instead.

KEYWORDS ORDER, CITIES OF SIGMAR, AELF, HERO, WIZARD, MISTWEAVER SAIH



A Mistweaver Saih is a powerful enchantress. Drifting amidst a swirling, sorcerous haze, she flickers in and out of sight at will, sowing confusion and paranoia amongst those who have drawn her ire. Amidst the carnage the aelven enchantress remains disturbingly serene, the eye at the heart of a storm of illusory horror and bloodshed.

WARSCROLL SKYWARDEN

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Zephyr Trident	2"	2	4+	3+	-	2
Ithilmar Blade	1"	3	4+	4+	-	1
Agent's Blade and Spear	2"	1	4+	4+	-	1
Raking Talons	3"	3	3+	4+	-1	1

A Skywarden is armed with an Ithilmar Blade and one of the following weapon options: Zephyr trident; or Swifhawk Pennant.

FLY: This unit can fly.

MOUNT: This unit can have a Skycutter mount that is pulled by a Swiftfeather Hawk armed with Raking Talons.

CREW: If this unit has a Skycutter mount, it is crewed by a Swifhawk Agent armed with an Agent's Blade and Spear.

Enchanted Shield: You can add 1 to save rolls for attacks that target this unit.

Swifhawk Pennant: If this unit is armed with a Swifhawk Pennant, it gains the **TOTEM** keyword and you can add 1 to wound rolls for attacks made by friendly **SWIFTHAWK AGENTS** units within 16" of this unit.

Windrider: If this unit has a Skycutter mount, in the shooting phase, it has a Save characteristic of 4+ instead of 5+.

Fleet of Wing: If this unit has a Skycutter mount, roll 2D6 instead of single dice when making a run roll for it.

Swoop and Attack!: Once per battle, in your charge phase, you can say that this unit will sound the attack. If you do so, friendly **SWIFTHAWK AGENTS** units can attempt a charge in that phase even if they ran in the same turn.

KEYWORDS ORDER, CITIES OF SIGMAR, AELF, SWIFTHAWK AGENTS, HERO, SKYWARDEN

WARSCROLL SKYCUTTERS

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Swifhawk Bows	16"	3	4+	4+	-	1
Eagle Eye Bolt Thrower	16"	1	4+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Agents' Blades and Spears	2"	2	4+	4+	-	1
Raking Talons	3"	3	3+	4+	-1	1

Each model in a Skycutters unit is armed with one of the following weapon options: Eagle Eye Bolt Thrower and Agents' Blades and Spears; or Swifhawk Bows and Agents' Blades and Spears. Each model in the unit must be armed with the same weapon option.

FLY: This unit can fly.

MOUNT: This unit's Swiftfeather Hawks are each armed with Raking Talons.

Aelven Shields: Add 1 to save rolls for attacks that target this unit.

Agents' Blades and Spears: If this unit is armed with Swifhawk Bows and Agents' Blades and Spears, add 1 to the Attacks characteristic of its Agents' Blades and Spears.

Fleet of Wing: Roll 2D6 instead of single dice when making a run roll for this unit.

Sky Chariot: This unit can run and still shoot later in the turn.

Swifhawk Discipline: If you fail a battleshock test for this unit whilst it is within 16" of a friendly **SWIFTHAWK AGENTS HERO**, halve the number of models that flee (rounding up).

KEYWORDS ORDER, CITIES OF SIGMAR, AELF, SWIFTHAWK AGENTS, SKYCUTTERS



WARSCROLL SWIFTHAWK CHARIOTS

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Charioteers' Bows	2"	2	4+	3+	-	2
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Swifthawk Spears	2"	3	4+	4+	-	1
Swift Hooves	3"	3	3+	4+	-1	1

Each model in a Swifthawk Charioteers unit is armed with Charioteers' Bows and Swifthawk Spears.

MOUNT: This unit's Aelven Purebreeds are armed with Swift Hooves.

Graceful Charge: You can re-roll wound rolls for attacks made with melee weapons by this unit if it made a charge move in the same turn.

Swift and Deadly: When you pick this unit to run, you do not need to make a run roll. Instead, add 6" to the Move characteristic of the models in this unit in that phase.

In addition, this unit is eligible to fight in the combat phase if it is within 6" of an enemy unit instead of 3", and it can move an extra 3" when it piles in.

KEYWORDS ORDER, CITIES OF SIGMAR, AELF, SWIFTHAWK AGENTS, CHARIOTS



WARSCROLL SPELLWEAVER

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Blows of Mystic Power	1"	3	4+	3+	-	1
Heartwood Staff	2"	1	4+	3+	-1	D3

A Spellweaver is armed with one of the following weapon options: Blows of Mystic Power; or a Heartwood Staff.

WIZARD: This unit can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.

Ancient Blessings: Once per battle, when you pick this unit to attempt to cast a spell, you can say that it will draw upon ancient blessings. If you do so, that spell is automatically with a casting roll equal to the casting value of the spell that cannot be modified.

Blessing of Life: Blessing of Life has a casting value of 5 and a range of 16". If successfully cast, pick 1 friendly WANDERERS unit within range and visible to the caster. You can return up to D3 slain models to that unit.

KEYWORDS ORDER, CITIES OF SIGMAR, AELF, WANDERERS, HERO, WIZARD, SPELLWEAVER

WARSCROLL WAYSTRIDER

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Longbow	20"	3	3+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Starlight Greatblade	1"	3	3+	3+	-1	D3

A Waystrider is armed with a Longbow and Starlight Greatblade.

Heartseeker Arrow: After deployment, roll a dice if the model chosen to be the enemy general is visible to any friendly units with this ability. On a 5+, that general suffers 1 mortal wound.

Boldest of the Bold: Once per battle, in the battleshock phase, you can say that this unit will inspire boldness in its fellow Wanderers. If you do so, when you take a battleshock test for a friendly WANDERERS unit within 18" of this unit in that phase, use this unit's Bravery characteristic. In addition, if you make a battleshock roll of 1 for any of those units, that unit can fight immediately. A unit cannot be affected by this ability more than once per phase.



KEYWORDS ORDER, CITIES OF SIGMAR, AELF, WANDERERS, HERO, WAYSTRIDER

WARSCROLL WAYWATCHER

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Waystalker Bow: Fast Shots	22"	6	3+	3+	-1	1
Waystalker Bow: Precise Shots	22"	3	3+	3+	-1	2
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Waystalker Blade	1"	2	3+	4+	-	1

A Waywatcher is armed with a Waystalker Bow and Waystalker Blade.

Invisible Hunter: Subtract 1 from hit rolls for attacks that target this unit in the enemy shooting phase.

Hawk-eyed Archer: Each time this unit shoots, choose either the Fast Shots or Precise Shots weapon characteristics for all the attacks it makes with its Waystalker Bow.

Each time you make an unmodified hit roll of 6 for an attack made with Fast Shots, that attack scores 2 hits on the target. Make a wound roll and save roll for each hit.

Each time you make an unmodified wound roll of 6 for Precise Shots, change the Rend characteristic for that attack to -2.

Solitary Marksman: In your shooting phase, add 1 to hit rolls for attacks made by this unit if it remained stationary in the previous movement phase.

See, But Do Not Be Seen: Once per battle, in the enemy shooting phase, you can say that this unit will direct fellow Wanderers to conceal their position. If you do so, subtract 1 from hit rolls for attacks that target other friendly WANDERERS units within 18" of this unit in that phase.



KEYWORDS ORDER, CITIES OF SIGMAR, AELF, WANDERERS, HERO, WAYWATCHER

WARSCROLL WAYFINDER

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Greatbow	20"	3	3+	3+	-1	1
Hooked Beak	18"	1	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Kindred Blade	1"	3	3+	4+	-	1

A Wayfinder is armed with a Greatbow and Kindred Blade.

COMPANION: This unit is accompanied by a Hunting Falcon that is armed with a Hooked Beak.

Hail of Doom Arrow: Once per battle, in your shooting phase, you can say that this unit will fire its Hail of Doom arrow. If you do so, change the Attacks characteristic of this unit's Greatbow to 3D6 until the end of that phase.

Bravest of the Brave: Once per battle, in the battleshock phase, you can say that this unit will inspire bravery in its fellow Wanderers. If you do so, when you take a battleshock test for a friendly WANDERERS unit within 18" of this unit in that phase, use this unit's Bravery characteristic. In addition, if you make a battleshock roll of 1 for any of those units, that unit can shoot immediately. A unit cannot be affected by this ability more than once per phase.

KEYWORDS ORDER, CITIES OF SIGMAR, AELF, WANDERERS, HERO, WAYFINDER

WARSCROLL GLADE GUARD

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Longbow	20"	1	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Glade Blade	1"	1	5+	5+	-	1

Each model in a Glade Guard unit is armed with a Longbow and Glade Blade.

CHAMPION: 1 model in this unit can be a Lord's Bowman. Add 1 to the Attacks characteristic of that model's Longbow.

STANDARD BEARER: 1 in every 10 models in this unit can be a Pennant Bearer. Add 1 to the Bravery characteristic of this unit if it includes any Pennant Bearers. Add 2 to the Bravery characteristic of this unit instead if it includes any Pennant Bearers and it is in cover.

MUSICIAN: 1 in every 10 models in this unit can be Hornblowers. You can re-roll run rolls for this unit if it includes any Hornblowers.

Peerless Archery: Add 1 to hit rolls for attacks made by this unit in the shooting phase if it has more than 10 models and is more than 3" from all enemy units.

Arcane Bodkins: Once per battle, in your shooting phase, you can say that this unit will fire its Arcane Bodkins. If you do so, change the Rend characteristic of this unit's Longbows to -3 until the end of that phase.

KEYWORDS ORDER, CITIES OF SIGMAR, AELF, WANDERERS, GLADE GUARD

PITCHED BATTLE PROFILES

The table below contains the Pitched Battle profiles for the warscrolls in this compendium. See section 25.0 of the core rules for further information about Pitched Battle profiles. Updated July 2021.

WARHAMMER LEGENDS: GRAND ALLIANCE ORDER				
WARSCROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES
Ironweld Arsenal Cannon	1	160	Artillery	Single
Dispossessed Warriors	10	100	Battleline	
Freeguild Archers	10	110	Battleline	
Glade Guard	10	135	Battleline	
Excelsior Warpriest	1	90	Leader	Single
Warrior Priest	1	90	Leader	Single
Witch Hunter	1	50	Leader	Single
Archmage	1	110	Leader	Single
Loremaster	1	155	Leader	Single
Freeguild General on Warhorse	1	115	Leader	Single
Dragon Noble	1	110	Leader	Single
Mistweaver Saih	1	135	Leader	Single
Tenebrael Shard	1	110	Leader	Single
Skywarden	1	175	Leader	Single
Spellweaver	1	110	Leader	Single
Wayfinder	1	90	Leader	Single
Waystrider	1	90	Leader	Single
Waywatcher	1	135	Leader	Single
War Altar of Sigmar	1	275	Leader, Behemoth	Single
Archmage on Dragon	1	350	Leader, Behemoth	Single
Drakeseer	1	330	Leader, Behemoth	Single
Dragonlord	1	420	Leader, Behemoth	Single
Dispossessed Quarrellers	10	135		
Dispossessed Thunderers	10	135		
Swordmasters	10	155		Battleline if general is ELDRITCH COUNCIL
White Lion Chariots	1	90		
White Lions	10	135		
Dragon Blades	5	135		Battleline if general is ORDER DRACONIS
Swifthawk Chariots	1	90		
Skycutters	1	135		