

WARHAMMER AGE OF SIGMAR

WOOD ELVES



WARSCROLLS
COMPENDIUM

INTRODUCTION

Amid the forests of the Mortal Realms, aelven peoples roam at will. Travelling in nomadic warbands led by mighty heroes and mages, these wanderers deal swift death to their enemies wherever they may be found.

The aelves of the deep woods are servants of order, with a strange bond to the sylvaneth – yet they are also capricious beings and lethal wayfarers, who are swift to exact a toll in blood from any who would wrong them.

The warscrolls in this compendium allow you to use your Citadel Miniatures collection in fantastical battle, whether telling epic stories set during the Age of Sigmar, or recreating the wars of the world-that-was.

WARSCROLL KEY

- Title:** The name of the model that the warscroll describes.
- Characteristics:** This set of characteristics tells you how fast, powerful and brave the model is, and how effective its weapons are.
- Description:** The description tells you what weapons the model can be armed with, and what upgrades (if any) it can be given. The description will also tell you if the model is fielded on its own as a single model, or as part of a unit. If the model is fielded as part of a unit, then the description will say how many models the unit should have (if you don't have enough models to field a unit, you can still field one unit with as many models as you have available).
- Abilities:** Abilities are things that the model can do during a game that are not covered by the standard game rules.
- Keywords:** All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword.
- Damage Table:** Some models have a damage table that is used to determine one or more of the model's characteristics. Look up the number of wounds the model has suffered to find the value of the characteristic in question.



GLADE CAPTAIN BATTLE STANDARD BEARER



MELEE WEAPONS

Swiftblade

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	4	3+	3+	-	1

DESCRIPTION

A Glade Captain Battle Standard Bearer is a single model. He is armed with a Swiftblade and carries a magical Banner of the Forests.

ABILITIES

To Their Dying Breath: If this model is slain in the combat phase, before you remove it you can immediately make a pile in move and then attack with it.

Banner of the Forests: In your hero phase, you can declare that this model will plant his standard in the ground. If you do so, you may not move this model until your next hero phase. Roll a dice for each enemy unit within 10". On a 4+, halve that unit's Move characteristic (rounding up) until the start of your next hero phase.

KEYWORDS

ORDER, AELE, HERO, TOTEM, GLADE CAPTAIN BATTLE STANDARD BEARER

GLADE LORD ON GREAT EAGLE



MISSILE WEAPONS

Greatwood Bow

Range	Attacks	To Hit	To Wound	Rend	Damage
20"	3	3+	4+	-1	1

MELEE WEAPONS

Glade Lord's Spirit Blade

Great Eagle's Beak and Talons

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	4	3+	3+	-1	2
2"	4	4+	3+	-	1

DESCRIPTION

A Glade Lord on Great Eagle is a single model. Some Glade Lords soar to war armed with a Spirit Blade, but others instead prefer to rain arrows down on their enemies using a Greatwood Bow. The Glade Lord rides upon a Great Eagle, which assails their foes with its sharp Beaks and Talons.

ABILITIES

Death from the Skies: Add 2 to the Attacks characteristic of the Great Eagle's Beak and Talons if this model made a charge move this turn.

FLY

A Glade Lord on Great Eagle can fly.

KEYWORDS

ORDER, AELE, GREAT EAGLE, HERO, GLADE LORD

GLADE LORD ON GREAT STAG



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Greatwood Bow	20"	3	3+	4+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Kindred Blade	1"	3	3+	4+	-	1
Starlight Spear	2"	3	3+	3+	-1	1
Great Stag's Mighty Antlers	1"	3	4+	3+	-1	1

DESCRIPTION

A Glade Lord on Great Stag is a single model. A Glade Lord is armed with a Kindred Blade and a Starlight Spear. Some Glade Lords also carry a Greatwood Bow to shoot their foes from afar. The Glade Lord rides upon a majestic Great Stag, which attacks its foes with its Mighty Antlers.

ABILITIES

Impaling Charge: Add 1 to the Damage characteristic of the Great Stag's Mighty Antlers if this model made a charge move this turn.

KEYWORDS

ORDER, AELF, HERO, GLADE LORD

GLADE LORD ON FOREST DRAGON



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Starlight Spear	2"	4	3+	4+	-1	1
Dragon's Gaping Maw	3"	2	4+	*	-2	D6
Dragon's Dagger-like Talons	2"	*	4+	3+	-1	2

Wounds Suffered	DAMAGE TABLE		
	Move	Gaping Maw	Dagger-like Talons
0-2	14"	2+	6
3-4	12"	3+	5
5-7	10"	3+	4
8-9	8"	4+	3
10+	6"	4+	2

DESCRIPTION

A Glade Lord on Forest Dragon is a single model. The Glade Lord fights with a long Starlight Spear and carries a Kindred Shield. His Forest Dragon mount attacks the foe with its Gaping Maw and Dagger-like Talons, and can belch a Soporific Breath that slows and befuddles the foe.

ABILITIES

Soporific Breath: Enemy units within 3" of a Forest Dragon cannot be chosen to make attacks in the combat phase until all other units have made their attacks.

Starlight Strike: Add 1 to the Damage characteristic of the Glade Lord's Starlight Spear if this model made a charge move this turn.

Kindred Shield: Re-roll failed save rolls for this model.

FLY

A Glade Lord on Forest Dragon can fly.

KEYWORDS

ORDER, AELE, DRAGON, HERO, MONSTER, GLADE LORD

GLADE LORD ON PUREBRED STEED



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Starlight Hunting Spear	2"	4	3+	3+	-1	1
Steed's Stamping Hooves	1"	2	4+	4+	-	1

DESCRIPTION

A Glade Lord on Purebred Steed is a single model. He is armed with a Starlight Hunting Spear and a Kindred Shield. He rides upon a mighty Purebred Steed that crushes skulls with its Stamping Hooves.

ABILITIES

Hunter's Strike: Increase the Damage characteristic of the Glade Lord's Starlight Hunting Spear to D3 if this model made a charge move this turn.

Kindred Shield: Re-roll failed save rolls for this model.

KEYWORDS

ORDER, AELF, HERO, GLADE LORD

AVATAR OF THE HUNT



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hawk's Talon	24"	6	3+	3+	-1	1
Hunting Spear	12"	1	3+	3+	-2	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hunting Spear	3"	4	3+	3+	-2	3

DESCRIPTION

An Avatar of the Hunt is a single model. It is armed with a Hawk's Talon bow and can hurl a Hunting Spear, which returns to its hand so it can be wielded at close range. It also wears the Cloak of Leaves and bears the Horn of the Wild Hunt.

ABILITIES

Cloak of Leaves: In your hero phase, you can heal 1 wound that has been allocated to this model. In addition, this model can attempt to unbind one spell in the enemy hero phase in the same manner as a wizard.

Horn of the Wild Hunt: You may re-roll the dice when determining the charge distance for this model and friendly **HUNTING HOUNDS** units within 8" of it at the start of the charge phase.

KEYWORDS

ORDER, AELF, HERO, MONSTER, AVATAR OF THE HUNT

HUNTING HOUNDS



MELEE WEAPONS

Savage Teeth

Range

1"

Attacks

2

To Hit

4+

To Wound

4+

Rend

-

Damage

1

DESCRIPTION

A unit of Hunting Hounds can have any number of models. They bite their foes using their Savage Teeth.

ABILITIES

Hounds of the Wild Hunt: Add 1 to the Attacks characteristic of this unit's Savage Teeth while it is within 6" of any friendly Avatars of the Hunt.

KEYWORDS

ORDER, HUNTING HOUNDS

TWILIGHT SISTERS ON FOREST DRAGON



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Dawnbow		20"	1	3+	3+	-1	D6
Duskbow		20"	2D6	3+	5+	-1	1
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Twilight Sisters' Spears		2"	6	3+	4+	-1	1
Dragon's Gaping Maw		2"	2	4+	*	-2	D6
Dragon's Dagger-like Talons		2"	*	4+	3+	-1	2

Wounds Suffered	DAMAGE TABLE		
	Move	Gaping Maw	Dagger-like Talons
0-2	14"	2+	6
3-4	12"	3+	5
5-7	10"	3+	4
8-9	8"	4+	3
10+	6"	4+	2

DESCRIPTION

A Twilight Sisters on Forest Dragon is a single model. Each Twilight Sister wields a Spear. One Sister attacks with a Dawnbow, whilst the other attacks with a Duskbow. The Forest Dragon savages foes with his Gaping Maw and Dagger-like Talons. It can also belch a Soporific Breath that slows and befuddles the foe.

FLY

A Twilight Sisters on Forest Dragon can fly.

ABILITIES

Soporific Breath: While enemy units are within 3" of this model they cannot be chosen to make attacks in the combat phase until all other units have made their attacks.

Impetuous Beast: If this model is within 12" of any enemy model at the start of your charge phase, you must attempt to charge with it.

Dawnbow: Add 1 to wound rolls for this model's Dawnbow when targeting a **CHAOS** unit.

Duskbow: Add 1 to wound rolls for this model's Duskbow when targeting an **ORDER** unit.

Conjoined Destiny: Roll a dice for this unit in your hero phase. If the result is odd, nothing happens. If the result is even, you can heal a number of wounds that have been allocated to this model equal to the dice result.

KEYWORDS

ORDER, AELE, DRAGON, HERO, MONSTER, TWILIGHT SISTERS ON FOREST DRAGON

SHADOWDANCER



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
War Staff	2"	2	3+	4+	-1	1
Weaving Blade	1"	2	3+	4+	-	1

DESCRIPTION

A Shadowdancer is a single model. They fight with a Weaving Blade in one hand and a War Staff in the other.

ABILITIES

Talismanic Tattoos: Roll a dice each time a wound or mortal is allocated to this model. On a 6 the wound or mortal wound is negated.

Shadow Dance: At the start of your hero phase, you may declare that the Shadowdancer will perform a shadow dance. Choose one of the dances from the list below. The dance lasts until the start of your next hero phase. The same dance cannot be performed by the same Shadowdancer in consecutive battle rounds.

Whirling Death: Add one to wound rolls for this model's Weaving Blade and change its Rend characteristic to -1.

Storm of Blades: Add 2 to the Attacks characteristic of this model's Weaving Blade.

The Shadow's Coil: Add 2 to this model's save rolls.

MAGIC

A Shadowdancer is a wizard. It can attempt to cast one spell in each of your own hero phases, and attempt to unbind one spell in each enemy hero phase. A Shadowdancer knows the Arcane Bolt, Mystic Shield and Bridge of Shadows spells.

BRIDGE OF SHADOWS

Bridge of Shadows has a casting value of 5. If successfully cast, for the duration of your next Movement phase this model's Move characteristic is doubled and it can fly.

KEYWORDS

ORDER, AELE, HERO, WIZARD, SHADOWDANCER

WARDANCERS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bladesinger's War Stave	2"	1	3+	4+	-1	1
Weaving Blades	1"	2	3+	4+	-	1

DESCRIPTION

A unit of Wardancers has 5 or more models. They fight with Weaving Blades.

DRUMMER

Models in this unit may be Drummers. You can re-roll the dice when determining how far this unit runs if it includes Drummers.

BLADESINGER

The leader of this unit is the Bladesinger. A Bladesinger fights with Weaving Blades and a War Stave.

ABILITIES

Shadow Dance: At the start of your hero phase, you may declare that this unit will perform a shadow dance. Choose one of the dances from the list below. The dance lasts until the start of your next hero phase. The same dance cannot be performed by the same unit of Wardancers in consecutive battle rounds.

Whirling Death: Add 1 to wound rolls for this unit's Weaving Blades and change their Rend characteristic to -1.

Storm of Blades: Add 1 to the Attacks characteristic of this unit's Weaving Blades.

The Shadow's Coil: Add 2 to this unit's save rolls.

Talismanic Tattoos: Roll a dice each time a wound or mortal is allocated to this unit. On a 6 the wound or mortal wound is negated.

KEYWORDS

ORDER, AELF, WARDANCERS

WAYWATCHERS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Longbow	20"	1	3+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Glade Knives	1"	2	4+	5+	-	1

DESCRIPTION

A unit of Waywatchers has 5 or more models. They can choose to loose Fast Shots or Precise Shots from their Longbows, and carry a pair of Glade Knives for the close kill.

WAYWATCHER SENTINEL

The leader of this unit is a Waywatcher Sentinel. Add 1 to the Attacks characteristic of the Waywatcher Sentinel's Longbow.

ABILITIES

Hawk-eyed Archers: Each time this unit shoots its Longbows, you can declare that it will make either Fast Shots or Precise Shots:

Fast Shots: Add 1 to the Attacks characteristic of this unit's Longbows until the end of this phase. In addition, for each hit roll of 6+, the attacking model can make one additional attack with its Longbow.

Precise Shots: Add 1 to the Damage characteristic of this unit's Longbows until the end of this phase. In addition, for each wound roll of 6+, that attack is resolved with a Rend characteristic of -2 instead of '-1'.

Invisible Hunter: If this unit is in cover, subtract 1 from hit rolls that target it.

KEYWORDS

ORDER, AELF, WAYWATCHERS

GLADE RIDERS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Longbow	20"	2	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Riding Spear	2"	1	4+	4+	-	1
Steed's Stamping Hooves	1"	2	4+	5+	-	1

DESCRIPTION

A unit of Glade Riders has 5 or more models. They loose arrows from Longbows and ride down their foes with Riding Spears. They ride Purebred Steeds that lash out with their Stamping Hooves.

GLADE KNIGHT

The leader of this unit is a Glade Knight. Add 1 to the Attacks characteristic of the Glade Knight's Riding Spear.

PENNANT BEARER

Models in this unit may be Pennant Bearers. While the unit includes any Pennant Bearers, add 1 to its Bravery characteristic. Add 2 to its Bravery characteristic instead if the unit is in cover.

HORNBLOWER

Models in this unit may be Hornblowers. You can re-roll the dice when determining how far this unit can run while it includes any Hornblowers.

ABILITIES

Fire on the Move: This unit can run and shoot in the same turn.

KEYWORDS

ORDER, AELF, GLADE RIDERS

WARHAWK RIDERS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Longbow	20"	2	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hunting Spear	2"	1	4+	4+	-	1
Warhawk's Beak and Talons	2"	2	4+	4+	-	1

DESCRIPTION

A unit of Warhawk Riders has any number of models. Each rider is armed with a Hunting Spear and a Longbow. Their Warhawk mounts swoop down to attack their prey with Beak and Talons.

FLY

Warhawk Riders can fly.

ABILITIES

Predator's Descent: Add 1 to the Damage characteristic of this unit's Hunting Spears if it made a charge move this turn.

Swift of Wing: You always count as having rolled a 6 when making a run move for this unit – do not roll a dice.

Sweep Through Their Lines: If, after this unit has made its attacks in the combat phase, there are no enemy models within 3", it can immediately pile in 6" and attack again.

KEYWORDS

ORDER, AELF, WARHAWK RIDERS

GREAT EAGLES



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Beak and Talons	2"	4	4+	3+	-	1

DESCRIPTION

A unit of Great Eagles has any number of models. They assail their foes with their sharp Beaks and Talons.

FLY

Great Eagles can fly.

ABILITIES

Death from the Skies: Add 2 to the Attacks characteristic of this unit's Beaks and Talons if it made a charge move this turn.

Soar Away: At the end of the combat phase you may declare that this unit will swoop out of combat and soar away as long as there are enemy models within 3" of it. If you do, roll 3D6; the result is how far you can immediately move this unit. The unit must end this move more than 3" from any enemy units – if they are unable to do so then they fail to escape and cannot swoop out of combat and soar away.

KEYWORDS

ORDER, GREAT EAGLES

TREE KIN



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bludgeoning Branches	2"	3	4+	3+	-	2

DESCRIPTION

A unit of Tree Kin has 3 or more models. They fight with their large Bludgeoning Branches.

ABILITIES

Roused to War: Add 1 to hit rolls for this unit's Bludgeoning Branches if it made a charge move this turn.

KEYWORDS

ORDER, TREE KIN

SUBSTITUTE WARSCROLLS

The following do not have warscrolls. Instead, use the substitute warscrolls listed below.

Unit	Warscroll
Araloth	Nomad Prince
Ariel	Spellweaver
Ceithin-Har/Forest Dragon	Twilight Sisters on Forest Dragon
Deepwood Scouts	Glade Guard
Drycha	Branchwraith
Durthu	Spirit of Durthu
Glade Captain	Nomad Prince/Shadowdancer/Waystrider
Glade Lord	Nomad Prince/Shadowdancer/Waystrider
Orion, the King in the Woods	Avatar of the Hunt
Sisters of Twilight on Gwindalor	Glade Lord on Great Eagle with Greatwood Bow
Spellsinger	Spellweaver
Spellweaver on Great Eagle	Glade Lord on Great Eagle
Spellweaver on Purebred Steed	Glade Lord on Purebred Steed
Spellweaver on Unicorn	Glade Lord on Purebred Steed
Treeman Ancient	Treelord Ancient
Treeman	Treelord
Waystalker	Waywatcher
Waywatcher Lord	Waywatcher
Wood Elf Chariot	Chariots

PITCHED BATTLE PROFILES

WOOD ELVES	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Glade Riders	8	24	200	Battleline	
Glade Captain Battle Standard Bearer	1	1	80	Leader	
Glade Lord	1	1	100	Leader	
Glade Lord on Great Eagle	1	1	120	Leader	
Glade Lord on Great Stag	1	1	100	Leader	
Glade Lord on Purebred Steed	1	1	100	Leader	
Shadowdancer	1	1	100	Leader	
Avatar of the Hunt	1	1	380	Leader, Behemoth	
Glade Lord on Forest Dragon	1	1	340	Leader, Behemoth	
Twilight Sisters on Forest Dragon	1	1	420	Leader, Behemoth	
Great Eagles	1	3	60		
Hunting Hounds	1	5	20		
Tree Kin	3	12	100		
Wardancers	5	30	60		
Warhawk Riders	1	6	40		
Waywatchers	5	15	80		