# WARHAMMER AGE OF SIGMAR WOOD ELVES

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# WARSCROLLS COMPENDIUM

# INTRODUCTION

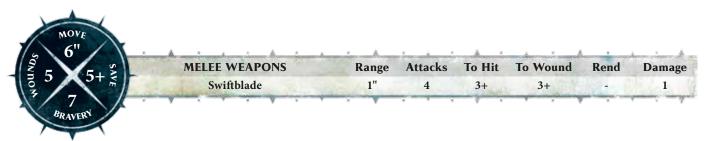
Amid the forests of the Mortal Realms, aelven peoples roam at will. Travelling in nomadic warbands led by mighty heroes and mages, these wanderers deal swift death to their enemies wherever they may be found. The aelves of the deep woods are servants of order, with a strange bond to the sylvaneth – yet 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

- **1. Title:** The name of the model that the warscroll describes.
- 2. Characteristics: This set of characteristics tells you how fast, powerful and brave the model is, and how effective its weapons are.
- **3. 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).
- **4. Abilities:** Abilities are things that the model can do during a game that are not covered by the standard game rules.
- **5. Keywords:** All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword.
- **6. 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**



### **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, AELF, HERO, TOTEM, GLADE CAPTAIN BATTLE STANDARD BEARER

# **GLADE LORD ON GREAT EAGLE**

MOVE	MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
3 16"	Greatwood Bow	20"	3	3+	4+	-1	1
₹ 7 <b>X</b> 4+ §	MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
7 8	Glade Lord's Spirit Blade	1"	4	3+	3+	-1	2
BRAVERN	Great Eagle's Beak and Talons	2"	4	4+	3+	Je-	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.

#### FLY

A Glade Lord on Great Eagle can fly.

### 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.

KEYWORDS ORDER, AELF, GREAT EAGLE, HERO, GLADE LORD

# **GLADE LORD ON GREAT STAG**

MOVE	MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
10"	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
BRAVERY	Great Stag's Mighty Antlers	1"	3	4+	3+	-1	1

# DESCRIPTION

# ABILITIES

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. **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	R	ange	Attacks	To Hit	To Wound	Rend	Damage
Starlight Spear	A Mary	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

DAMAGE TABLE								
Wounds Suffered	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 Daggerlike 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.

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

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

#### FLY

A Glade Lord on Forest Dragon can fly.

KEYWORDS

ORDER, AELF, DRAGON, HERO, MONSTER, GLADE LORD

# **GLADE LORD ON PUREBRED STEED**



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

MOVE	MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
a 12	Hawk's Talon	24"	6	3+	3+	-1	1
	Hunting Spear	12"	1	3+	3+	-2	D3
¥ 9	MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
BRAVERY	Hunting Spear	3"	4	3+	3+	-2	3

# DESCRIPTION

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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

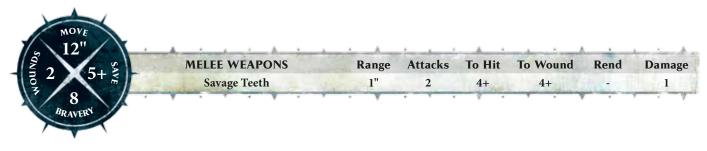
**Cloak of Leaves:** In your hero phase, you can heal 1 wound that has been allocated to this model. In addition, this model can attempt to unbind one spell in the enemy hero phase in the same manner as a wizard.

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**



### 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
MOVE	Dawnbow	20"	1	3+	3+	-1	D6
3 *	Duskbow	20"	2D6	3+	5+	-1	1
	MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
3 8	Twilight Sisters' Spears	2"	6	3+	4+	-1	1
BRAVERY	Dragon's Gaping Maw	2"	2	4+	*	-2	D6
	Dragon's Dagger-like Talons	2"	*	4+	3+	-1	2

CONTRACTOR DATE	DAMAGE TABLE								
Wounds Suffered	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, AELF, DRAGON, HERO, MONSTER, TWILIGHT SISTERS ON FOREST DRAGON

# **SHADOWDANCER**



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MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
War Stave	2"	2	3+	4+	-1	1
Weaving Blade	1"	2	3+	4+	-	1
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### DESCRIPTION

A Shadowdancer is a single model. They fight with a Weaving Blade in one hand and a War Stave 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, AELF, HERO, WIZARD, SHADOWDANCER

# WARDANCERS



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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
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### 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.

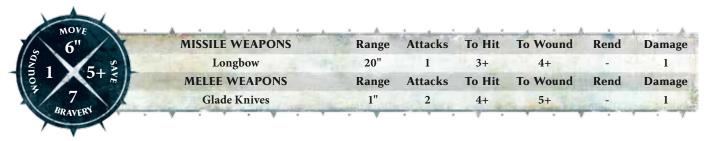
*The Shadow's Coil*: Add 2 to this unit's save rolls.

**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



### 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 '-'.

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

#### KEYWORDS

ORDER, AELF, WAYWATCHERS

# **GLADE RIDERS**

MOVE	MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
3 14	Longbow	20"	2	4+	4+		1
	MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
3/6	Riding Spear	2"	1	4+	4+	1.2	1
BRAVERN	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

MOVE	MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
3 16"	Longbow	20"	2	4+	4+	11- 7	1
₹ 4 × 6+ §	MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
7 6	Hunting Spear	2"	1	4+	4+	1.1	1
BRAVERY	Warhawk's Beak and Talons	2"	2	4+	4+	and a	1

# DESCRIPTION

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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.

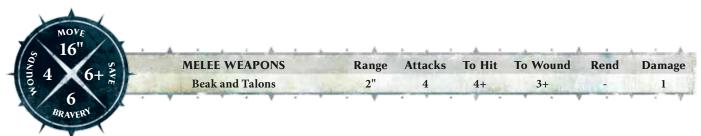
# ABILITIES

**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.

# **GREAT EAGLES**



### 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

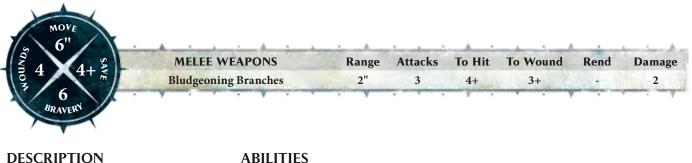
Death from the Skies: Add 2 to the Attacks characteristic of this unit's Beaks and Talons if it made a charge move this turn

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**



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.

ORDER, TREE KIN

# SUBSTITUTE WARSCROLLS

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

Unit	Warscroll
Araloth	
Ariel	
Ceithin-Har/Forest Dragon	Twilight Sisters on Forest Dragon
Deepwood Scouts.	Glade Guard
Drycha	Branchwraith
Durthu	
Glade Captain	
Glade Lord	
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	
Spellweaver on Unicorn	Glade Lord on Purebred Steed
Treeman Ancient	
Treeman	Treelord
Waystalker	Waywatcher
Waywatcher Lord.	Waywatcher
Wood Elf Chariot	

# **PITCHED BATTLE PROFILES**

WOOD ELVES	UNIT	UNIT SIZE		Ellin BERN	and the second in
UNIT	MIN	MAX	POINTS	BATTLEFIELD ROLE	NOTES
Glade Riders	8	24	200	Battleline	
Glade Captain Battle Standard Bearer	1	1	80	Leader	and the second second
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	the second
Glade Lord on Forest Dragon	1	1	340	Leader, Behemoth	and the second se
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		and the second second
Warhawk Riders	1	6	40		
Waywatchers	5	15	80		