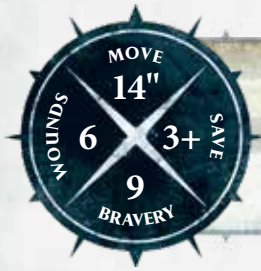


## WARSCROLLS

# TYRION



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sunfang	8"	6	3+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sunfang	1"	6	2+	3+	-2	D3
Mighty Hooves	1"	2	3+	3+	-	1

### DESCRIPTION

Tyrion is a named character that is a single model. He is armed with Sunfang.

**MOUNT:** This model's steed, Malhandhir, attacks with his Mighty Hooves.

### ABILITIES

**Always Strike First:** This model fights at the start of the combat phase, before the players pick any other units to fight in that combat phase. This model cannot fight again in that combat phase unless an ability or spell allows it to fight more than once.

**The Dragon Armour of Aenarion:** Roll a dice each time you allocate a wound or mortal wound to this model. On a 4+ the wound or mortal wound is negated.

**Heart of Avelorn:** The first time this model is slain, before removing this model from the battlefield, roll a dice. On a 2+, this model is not slain, all wounds allocated to it are healed, and any that remain to be allocated to it are negated.

### COMMAND ABILITY

**Defender of Ulthuan:** You can use this command ability in your hero phase if this model is your general and is on the battlefield. If you do so, until your next hero phase, do not take battleshock tests for friendly **HIGH ELF** units while they are wholly within 24" of this model.

KEYWORDS

HIGH ELF, HERO, TYRION

## WARSCROLLS

# TECLIS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Moon Staff of Lileath	18"	D3	3+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Sword of Teclis	1"	1	4+	2+	-3	D3

### DESCRIPTION

Teclis is a named character that is a single model. He is armed with the Sword of Teclis and the Moon Staff of Lileath.

### ABILITIES

**Always Strike First:** This model fights at the start of the combat phase, before the players pick any other units to fight in that combat phase. This model cannot fight again in that combat phase unless an ability or spell allows it to fight more than once.

**Scroll of Hoeth:** Once per battle, when this model attempts to unbind a spell, instead of making an unbinding roll you can say this model is using its Scroll of Hoeth. If you do so, that spell is automatically unbound (do not roll 2D6).

**War Crown of Saphery:** Add 2 to casting and unbinding rolls for this model.

### MAGIC

This model is a **WIZARD**. He can attempt to cast three spells in your hero phase, and attempt to unbind three spells in the enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Tempest spells.

**Tempest:** Tempest has a casting value of 5. If successfully cast, pick 1 enemy unit within 18" of the caster and visible to them. That unit suffers 1 mortal wound. In addition, until your next hero phase, halve the Move characteristic of that unit, and halve charge rolls for that unit.

### KEYWORDS

HIGH ELF, HERO, WIZARD, TECLIS

## WARSCROLLS

# ELTHARION THE GRIM

ON STORMWING



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fangsword of Eltharion	1"	4	3+	3+	-3	D3
Starwood Lance	2"	2	3+	3+	-1	2
Razor-sharp Beak	2"	1	☀	3+	-2	D6
Wicked Talons	2"	☀	4+	3+	-1	1

Wounds Suffered	DAMAGE TABLE		
	Move	Wicked Talons	Razor-sharp Beak
0-2	16"	6	3+
3-4	14"	5	4+
5-7	12"	4	4+
8-9	10"	3	5+
10+	8"	2	5+

### DESCRIPTION

Eltharion the Grim is a named character that is a single model. He is armed with the Fangsword of Eltharion and a Starwood Lance.

**MOUNT:** This model's Griffon, Stormwing, attacks with its Wicked Talons and Razor-sharp Beak.

**FLY:** This model can fly.

### ABILITIES

**Always Strike First:** This model fights at the start of the combat phase, before the players pick any other units to fight in that combat phase. This model cannot fight again in that combat phase unless an ability or spell allows it to fight more than once.

**Helm of Yvresse:** Roll a dice each time you allocate a wound or mortal wound to this model. On a 5+ the wound or mortal wound is negated.

**Starwood Lance:** Add 1 to the Damage characteristic and add 1 to the wound rolls for attacks made with this model's Starwood Lance if this model made a charge move in the same turn.

**Terror:** Subtract 1 from the Bravery characteristic of enemy units while they are within 3" of any models with this ability.

### MAGIC

This model is a **WIZARD**. He can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt and Mystic Shield spells.

### COMMAND ABILITY

**Call to Glory:** You can use this command ability in your hero phase if this model is your general and is on the battlefield. If you do so, pick 1 friendly **HIGH ELF** unit wholly within 20" of this model. You can re-roll wound rolls for that unit until your next hero phase.

KEYWORDS

HIGH ELF, MONSTER, HERO, WIZARD, ELTHARION THE GRIM

## WARSCROLLS

# PRINCE IMRIK



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dragonfire	8"			See below		
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Star Lance	2"	3	3+	3+	-1	2
Claws	2"	*	4+	3+	-1	2
Fearsome Jaws	3"	3	4+	*	-2	D6

DAMAGE TABLE			
Wounds Suffered	Move	Claws	Fearsome Jaws
0-3	14"	6	2+
4-6	12"	5	3+
7-9	10"	4	3+
10-12	8"	3	4+
13+	6"	2	4+

### DESCRIPTION

Prince Imrik is a named character that is a single model. He is armed with a Star Lance.

**MOUNT:** This model's Dragon, Minaithnir, attacks with its Dragonfire, Claws and Fearsome Jaws.

**FLY:** This model can fly.

### ABILITIES

**Always Strike First:** This model fights at the start of the combat phase, before the players pick any other units to fight in that combat phase. This model cannot fight again in that combat phase unless an ability or spell allows it to fight more than once.

**Star Lance:** Add 1 to the Damage characteristic and add 1 to the wound rolls for attacks made with this model's Star Lance if this model made a charge move in the same turn.

**The Dragonhorn:** Once per battle, at the start of the battleshock phase, this model can blow the Dragonhorn if he is your general and on the battlefield. If he does so, you can re-roll battleshock rolls for friendly **HIGH ELF** units in that battleshock phase.

**Dragonfire:** Do not use the attack sequence for an attack made with Dragonfire. Instead pick 1 enemy unit that is in range and roll a number of dice equal to the number of models in the target unit that are within 8" of this model and visible to this model. For each 6 the target unit suffers 1 mortal wound.

**Terror:** Subtract 1 from the Bravery characteristic of enemy units while they are within 3" of any models with this ability.

### COMMAND ABILITY

**Lord of Dragons** You can use this command ability in your hero phase if this model is your general and is on the battlefield. If you do so, pick 1 friendly **HIGH ELF MONSTER** that has a mount that is wholly within 20" of this model. You can re-roll wound rolls for attacks made by that model's mount until your next hero phase.

### KEYWORDS

HIGH ELF, HERO, MONSTER, PRINCE IMRIK

## WARSCROLLS

# ALITH ANAR, THE SHADOW KING



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Moonbow	24"	D3	3+	3+	-3	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ithilmar Longsword	1"	4	3+	4+	-	1

### DESCRIPTION

Alith Anar, the Shadow King, is a named character that is a single model. He is armed with the Moonbow and an Ithilmar Longsword.

### ABILITIES

**Always Strike First:** This model fights at the start of the combat phase, before the players pick any other units to fight in that combat phase. This model cannot fight again in that combat phase unless an ability or spell allows it to fight more than once.

**The Shadow Crown:** Once per battle, in your movement phase, you can double this model's Move characteristic until the end of that phase.

**The Stone of Midnight:** Roll a dice each time you allocate a wound or mortal wound to this model. On a 4+, the wound or mortal wound is negated. In addition, subtract 1 from hit rolls for attacks made with missile weapons that target this model.

### COMMAND ABILITY

**Vengeance From Afar:** You can use this command ability in the shooting phase if this model is your general and is on the battlefield. If you do so, in that shooting phase you can re-roll hit rolls of 1 for attacks made with missile weapons by friendly **HIGH ELF** units wholly within 20" of this model.

KEYWORDS

HIGH ELF, HERO, ALITH ANAR

## WARSCROLLS

# ALARIELLE THE RADIANT



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Stave of Avelorn	18"	D3	4+	3+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Stave of Avelorn	2"	1	4+	3+	-	D3

### DESCRIPTION

Alarielle the Radiant is a named character that is a single model. She is armed with the Stave of Avelorn.

### ABILITIES

**Always Strike First:** This model fights at the start of the combat phase, before the players pick any other units to fight in that combat phase. This model cannot fight again in that combat phase unless an ability or spell allows it to fight more than once.

**Chaos Bane:** The Stave of Avelorn has a Damage characteristic of D6 instead of D3 if the target is a **CHAOS** model.

**The Everqueen:** Do not take battleshock tests for friendly **HIGH ELF** units while they are wholly within 18" of this model.

**Shieldstone of Isha:** Roll a dice each time you allocate a wound or mortal wound to this model. On a 5+ the wound or mortal wound is negated.

**Star of Avelorn:** In your hero phase, pick 1 friendly model within 12" of this model. You can heal 1 wound allocated to that model.

### MAGIC

This model is a **WIZARD**. She can attempt to cast two spells in your hero phase, and attempt to unbind two spells in the enemy hero phase. She knows the Arcane Bolt, Mystic Shield and Boon of Life spells.

**Boon of Life:** Boon of Life has a casting value of 6. If successfully cast, pick 1 friendly **HIGH ELF** model within 20" of the caster and visible to them. You can heal up to D6 wounds allocated to that model. In addition, until your next hero phase, roll a dice each time a wound or mortal wound is allocated to that model. On a 6, the wound or mortal wound is negated.

### KEYWORDS

HIGH ELF, HERO, WIZARD, ALARIELLE THE RADIANT

## WARSCROLLS

# CARADRYAN



### MELEE WEAPONS

The Phoenix Blade

Range

2"

Attacks

4

To Hit

3+

To Wound

3+

Rend

-1

Damage

D3

### DESCRIPTION

Caradryan is a named character that is a single model. He is armed with the Phoenix Blade.

### ABILITIES

**Always Strike First:** This model fights at the start of the combat phase, before the players pick any other units to fight in that combat phase. This model cannot fight again in that combat phase unless an ability or spell allows it to fight more than once.

**Witness to Destiny:** Roll a dice each time you allocate a wound or mortal wound to this model. On a 5+ the wound or mortal wound is negated.

**Mark of Asuryan:** If this model is slain, before this model is removed from play the attacking unit suffers D3 mortal wounds.

### COMMAND ABILITY

**Captain of the Phoenix Guard:** You can use this command ability in your hero phase. If you do so, pick 1 friendly **HIGH ELF PHOENIX GUARD** unit wholly within 12" of this model. You can re-roll wound rolls for that unit until your next hero phase.

KEYWORDS

HIGH ELF, PHOENIX GUARD, HERO, CARADRYAN

## WARSCROLLS

# KORHIL



### MELEE WEAPONS

Woodsman's Axe

Chayal

Range

1"

1"

Attacks

3

2

To Hit

3+

3+

To Wound

3+

3+

Rend

-

-1

Damage

1

D3

### DESCRIPTION

Korhil is a single model with a Woodsman's Axe and Chayal.

### ABILITIES

**Always Strike First:** This model fights at the start of the combat phase, before the players pick any other units to fight in that combat phase. This model cannot fight again in that combat phase unless an ability or spell allows it to fight more than once.

**Pelt of Charandis:** Add 1 to the save rolls for attacks made with missile weapons that target this model.

### COMMAND ABILITY

**Captain of the White Lions:** You can use this command ability in your hero phase. If you do so, pick 1 friendly **HIGH ELF WHITE LION** unit wholly within 12" of this model. You can re-roll wound rolls for that unit until your next hero phase.

### KEYWORDS

HIGH ELF, WHITE LION, HERO, KORHIL



## WARSCROLLS

# ARALOTH



### MISSILE WEAPONS

Range	Attacks	To Hit	To Wound	Rend	Damage
18"	1	4+	4+	-	1

Sharp Beak

### MELEE WEAPONS

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

Starlight Spear

### DESCRIPTION

Araloth is a named character that is a single model. He is armed with a Starlight Spear.

**COMPANION:** This model is accompanied by Skaryn who attacks with his Sharp Beak. For rules purposes, it is treated in the same manner as a mount.

### ABILITIES

**Always Strike First:** This model fights at the start of the combat phase, before the players pick any other units to fight in that combat phase. This model cannot fight again in that combat phase unless an ability or spell allows it to fight more than once.

**Boldest of the Bold:** You can re-roll hit rolls for this model while this model is more than 12" from any friendly models.

**The Eye Thief:** If any wounds inflicted by Skaryn's Sharp Beak are allocated to an enemy model and not negated, re-roll unmodified hit rolls of 6 for that enemy model for the rest of the battle (even if the wounds inflicted by Skaryn's Sharp Beak are subsequently healed).

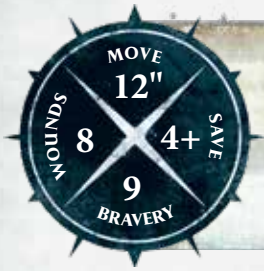
**Favour of the Goddess:** Roll a dice each time you allocate a wound or mortal wound to this model. On a 4+ the wound or mortal wound is negated.

KEYWORDS

WOOD ELF, HERO, ARALOTH

## WARSCROLLS

# ORION, KING IN THE WOODS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hawk's Talon	24"	6	3+	3+	-1	1
Spear of Kurnous	12"	1	3+	3+	-2	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hounds' Slaving Jaws	1"	2	3+	3+	-	1
Spear of Kurnous	3"	5	3+	3+	-2	3

### DESCRIPTION

Orion, King of the Woods is named character that is a single model accompanied by his Hound models. He is armed with a Hawk's Talon and the Spear of Kurnous. The Hounds attack with their Slaving Jaws.

Orion, King of the Woods and his Hounds are treated as a single model, using the characteristics given above. The Hounds must remain within 1" of Orion's model.

### ABILITIES

**Always Strike First:** This model fights at the start of the combat phase, before the players pick any other units to fight in that combat phase. This model cannot fight again in that combat phase unless an ability or spell allows it to fight more than once.

**Cloak of Isha:** Roll a dice each time you allocate a wound or mortal wound to this model. On a 5+ the wound or mortal wound is negated. In addition, in your hero phase you can heal 1 wound allocated to this model.

**Frenzy:** Add 1 to the Attacks characteristic of this model's melee weapons if this model made a charge move in the same turn.

**Horn of the Wild Hunt:** You can re-roll charge rolls for friendly **WOOD ELF** units while they are wholly within 18" of this model.

**Terror:** Subtract 1 from the Bravery characteristic of enemy units while they are within 3" of any models with this ability.

### COMMAND ABILITY

**King in the Woods:** You can use this command ability in your hero phase if this model is your general and is on the battlefield. If you do so, until your next hero phase, do not take battleshock tests for friendly **WOOD ELF** units while they are wholly within 24" of this model.

KEYWORDS

WOOD ELF, HERO, ORION

## WARSCROLLS

# THE SISTERS OF TWILIGHT

ON CEITHIN-HAR



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Talon of Dawn	20"	1	3+	3+	-1	D6
Talon of Dusk	20"	2D6	3+	5+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Twilight Spears	2"	6	3+	4+	-1	1
Gaping Maw	2"	2	4+	☀	-2	D6
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

The Sisters of Twilight on Forest Dragon are a named character that is a single model. The sisters are armed with Twilight Spears, the Talon of Dawn and the Talon of Dusk.

**MOUNT:** The sisters' Dragon, Ceithin-Har, attacks with his Gaping Maw and Dagger-like Talons.

**FLY:** This model can fly.

### ABILITIES

**Always Strike First:** This model fights at the start of the combat phase, before the players pick any other units to fight in that combat phase. This model cannot fight again in that combat phase unless an ability or spell allows it to fight more than once.

**Conjoined Destiny:** In your hero phase, you can heal up to 2 wounds allocated to this model.

**Impetuous Beast:** If this model is within 12" of the enemy at the start of your charge phase, it must attempt to charge, and you must re-roll the charge roll if the charge fails. In addition, when this model makes a charge move it must finish the move within ½" of the closest enemy model it can reach.

**Soporific Breath:** Enemy units that are within 3" of this model at the start of the combat phase fight at the end of that combat phase, after the players have picked any other units to fight in that combat phase.

**Terror:** Subtract 1 from the Bravery characteristic of enemy units while they are within 3" of any models with this ability.

KEYWORDS

WOOD ELF, HERO, MONSTER, SISTERS OF TWILIGHT

## WARSCROLLS

# DURTHU



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Lamentations of Despair		10"	*	3+	5+	-	1
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Elder Wrath Sword		3"	3	3+	3+	-2	*
Shattering Blow		1"	1	3+	*	-2	1

Wounds Suffered	DAMAGE TABLE		
	Lamentations of Despair	Elder Wrath Sword	Shattering Blow
0-2	12	6	2+
3-4	10	D6	2+
5-7	8	D6	3+
8-9	6	D6	3+
10+	4	D3	4+

### DESCRIPTION

Durthu is a named character that is a single model. He is armed with the Elder Wrath Sword, a Shattering Blow and Lamentations of Despair.

### ABILITIES

**Frenzy:** Add 1 to the Attacks characteristic of this model's melee weapons if this model made a charge move in the same turn.

**Tree Whack:** Roll a dice each time a wound inflicted by this model's Shattering Blow is allocated to an enemy model and not negated. Add the number of wounds allocated to the enemy model to the roll (including this wound). If the result equals or exceeds the enemy model's Wounds characteristic, it is slain.

**Terror:** Subtract 1 from the Bravery characteristic of enemy units while they are within 3" of any models with this ability.

### KEYWORDS

WOOD ELF, FOREST SPIRIT, HERO, MONSTER, DURTHU

## WARSCROLLS

# DRYCHA



### MELEE WEAPONS

Vicious Talons

Range

1"

Attacks

4

To Hit

4+

To Wound

4+

Rend

-1

Damage

1

### DESCRIPTION

Drycha is a named character that is a single model. She is armed with Vicious Talons.

### ABILITIES

**Fanatical Resolve:** Add 1 to the Attacks characteristic of this model's Vicious Talons for each wound or mortal wound allocated to this model which has not been negated or healed.

**Slumbering Spirits:** Instead of setting up this model on the battlefield, you can place this model to one side and say that it is slumbering as a reserve unit. If you do so, when you would set up another friendly **FOREST SPIRIT** unit, instead of setting up that unit on the battlefield, you can say that it is joining this model slumbering as a reserve unit. Up to 2 units can join this model in this way.

**Roused to Wrath:** If this model is slumbering, at the end of your first movement phase, you must set up this model wholly within 3" of a **CITADEL WOOD** terrain feature, and more than 9" from any enemy units; then set up any units that joined this model wholly within 12" of this model, wholly within 3" of a **CITADEL WOOD** terrain feature, and more than 9" from any enemy units.

KEYWORDS

WOOD ELF, FOREST SPIRIT, HERO, DRYCHA