

WARHAMMER AGE OF SIGMAR



WARHAMMER
LEGENDS
HEROES OF THE OLD WORLD

INTRODUCTION

The World Before Time saw the rise and fall of many mighty champions whose names were recorded in the sagas and legends of their people. They were charismatic leaders, powerful mages or nefarious villains, and each earned their

place in history. Names such as Golgfag Maneater, Grimgor Ironhide, Vlad von Carstein and Archaon were spoken of in fearful whispers by the civilised races of the Old World, who looked to their own heroes to protect them. Only

the strength, skill and wisdom of such individuals as the Emperor Karl Franz, High King Thorgrim Grudgebearer and the elven brothers Tyrion and Teclis gave ordinary folk hope that they might survive in such dark times.

WARHAMMER LEGENDS COMPENDIUMS

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 the Warhammer Legends Compendiums come in. They give us a place to publish rules that allow you to play games with your older miniatures. The rules are designed to be definitive, and will only be updated when we change the Warhammer Age of Sigmar core rules. This means that Legends units are not designed for matched play (as they won't, for example, have yearly points updates).

HEROES OF THE WORLD-THAT-WAS

The warscrolls in this compendium allow you to use Legends Citadel Miniatures to recreate battles from the world-that-was using the Warhammer Age of Sigmar rules. It includes warscrolls for many famous heroes from the ancient past so that you can include them in open and narrative play games. Among these are warscrolls for heroes whose models are available as part of the Warhammer Age of Sigmar range. For example, a warscroll is included for Krell, Lord of Undeath – rules for this model can also be found in *Battletome: Legions of Nagash*, where he serves as a Wight King with Black Axe, waging war in the Mortal Realms. Similarly, we've included rules for Manfred von Carstein before he became the Mortarch of Night – this infamous vampire now does the bidding of the Great Necromancer in the Age of Sigmar (or claims to!), so his current incarnation is best represented by the warscroll in *Battletome: Legions of Nagash*.

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WARSCROLLS

GREASUS GOLDTOOTH



MELEE WEAPONS

Sceptre of the Titans

Range

1"

Attacks

3

To Hit

3+

To Wound

2+

Rend

-3

Damage

D3

DESCRIPTION

Greasyus Goldtooth is a named character that is a single model. He is armed with the Sceptre of the Titans.

ABILITIES

Everyone Has A Price: This model has 6 bags of gold. You can spend bags of gold to make the following bribes. Once a bag of gold has been spent, you cannot use it again in the same battle. In addition, you can only make 1 bribe per phase.

Bribe Shooters: At the start of the enemy shooting phase you can choose 1 enemy unit and spend 1 bag of gold. If you do so, subtract 1 from hit rolls for attacks made by that unit in that phase.

Bribe Chargers: At the start of the enemy charge phase you can choose 1 enemy unit and spend any number of bags of gold. If you do so, until the end of that phase, reduce the charge roll for that unit by 2 for each bag of gold you spent, to a minimum of 0.

Bribe Fighters: At the start of the combat phase you can choose 1 enemy unit and spend 1 bag of gold. If you do so, subtract 1 from hit rolls for attacks made by that unit in that phase.

Bribe Cowards: At the start of the battleshock phase you can choose 1 enemy unit and spend any number of bags of gold. If you do so, until the end of that phase, subtract 1 from that unit's Bravery characteristic for each bag of gold you spent, to a minimum of 0.

Too Rich To Walk: When you make a charge roll for this model, roll 1D6 instead of 2D6.

Overtyrant's Crown: Subtract 1 from the Bravery characteristic of enemy units while they are within 14" of this model.

COMMAND ABILITY

For Glory, and for Gold! You can use this command ability in the combat phase if this model is your general and is on the battlefield. If you do so, in that combat phase add 1 to hit rolls for attacks made by friendly **OGRE KINGDOMS** units wholly within 18" of this model.

KEYWORDS

OGRE KINGDOMS, HERO, GREASUS GOLDTOOTH

SKRAG THE SLAUGHTERER



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ogre Kingdoms Hand Weapons	1"	6	4+	3+	-	1

DESCRIPTION

Skrag the Slaughterer is a named character that is a single model. He is armed with a pair of Ogre Kingdoms Hand Weapons.

ABILITIES

Cauldron of the Great Maw: Keep track of the number of models that are slain by this model's melee weapons each battle round. In your hero phase, look up the number of models slain by this model's melee weapons in the last battle round on the following table. Apply the effect on the table to this model:

Models

Slain	Effect
1	Add 1 to this model's prayer rolls until your next hero phase (see Prophet of the Great Maw).
2	As above. In addition, you can heal D3 wounds allocated to this model.
3	Both of the above. In addition, add 1 to hit rolls for attacks made by this model until your next hero phase.
4+	All of the above. In addition, add 1 to wound rolls made for attacks made by this model until your next hero phase.

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

Killing Blow: If the unmodified hit roll for an attack made with a melee weapon by this model is 6, that attack inflicts D3 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll).

Ogre Charge: Pick 1 enemy unit that is within 1" of this model after this model makes a charge move, and roll a dice. On a 4+ that unit suffers 1 mortal wound.

Pair of Hand Weapons: You can re-roll hit rolls of 1 for attacks made with a pair of Ogre Kingdoms Hand Weapons.

Prophet of the Great Maw: In your hero phase, this model can chant one of the following prayers. If it does so, pick one of the prayers and then make a prayer roll by rolling a dice. On a 1, this model suffers 1 mortal wound and the prayer is not answered. On a 2-3, the prayer is not answered. On a 4+, the prayer is answered.

Bonecrusher Prayer: If this prayer is answered, roll a dice for each enemy unit within 7" of this model. On a 4+ that unit suffers 1 mortal wound.

Trollguts Prayer: If this prayer is answered, pick 1 friendly **OGRE KINGDOMS** model within 14" of this model. Heal D3 wounds allocated to that model.

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

KEYWORDS

OGRE KINGDOMS, HERO, PRIEST, SKRAG THE SLAUGHTERER

WARSCROLLS

BRAGG THE GUTSMAN



MELEE WEAPONS

Great Gutgouger

Range

3"

Attacks

3

To Hit

4+

To Wound

3+

Rend

-1

Damage

3

DESCRIPTION

Bragg the Gutsman is a named character that is a single model. He is armed with Great Gutgouger.

ABILITIES

Gutgouger: If the unmodified wound roll for an attack made with Great Gutgouger is 6, double the Damage characteristic for that attack.

Ogre Charge: Pick 1 enemy unit that is within 1" of this model after this model makes a charge move, and roll a dice. On a 4+ that unit suffers 1 mortal wound.

Slayer of Champions: Add 1 to hit rolls for attacks made by this model that target a **HERO**.

The Gutsman: Subtract 1 from the Bravery characteristic of enemy units while they are within 6" of this model.

KEYWORDS

OGRE KINGDOMS, HERO, BRAGG THE GUTSMAN

GOLGFAG MANEATER



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ogre Pistol	18"	2	4+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ogre Kingdoms Hand Weapons	1"	6	4+	3+	-	1

DESCRIPTION

Golfag Maneater is a named character that is a single model. He is armed with a pair of Ogre Kingdoms Hand Weapons and an Ogre Pistol.

ABILITIES

Easy Come, Easy Go: After set-up is complete, but before the first battle round begins, roll a dice and refer to the following table. The effect lasts until the end of that battle:

- | | |
|-----------|---|
| D6 | Effect |
| 1-2 | <i>Piercing Blade:</i> This model's Ogre Kingdoms Hand Weapons have a Rend of -1 instead of -. |
| 3-4 | <i>Gut Maw:</i> This model has a save of 3+ instead of 4+. |
| 5-6 | <i>Masterwork Pistol:</i> This model's Ogre Pistol has a Range characteristic of 24" instead of 18" and a Damage characteristic of 3 instead of D3. |

Ogre Charge: Pick 1 enemy unit that is within 1" of this model after this model makes a charge move, and roll a dice. On a 4+ that unit suffers 1 mortal wound.

Pair of Hand Weapons: You can re-roll hit rolls of 1 for attacks made with a pair of Ogre Kingdoms Hand Weapons.

KEYWORDS

OGRE KINGDOMS, HERO, GOLGFAG MANEATER

WARSCROLLS

GORBAD IRONCLAW



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Morglor the Mangler	1"	5	3+	3+	-2	D3
Giant Tusks	1"	2	4+	3+	-	1

DESCRIPTION

Gorbad Ironclaw is a named character that is a single model. He is armed with Morglor the Mangler.

MOUNT: This model's War Boar, Gnarla, attacks with its Giant Tusks.

ABILITIES

Choppas: You can re-roll wound rolls of 1 for attacks made by this model if this model made a charge move in the same turn. This ability has no effect on attacks made by this model's mount.

Orcs are da Best: If this model is your general, you can re-roll wound rolls of 1 for attacks made with melee weapons by friendly **ORC** units wholly within 12" of this model.

COMMAND ABILITY

Da Great Leader: 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, add 2 to the Bravery characteristic of friendly **ORC** units while they are wholly within 18" of this model. In addition, until your next hero phase you can re-roll wound rolls of 1 for attacks made by friendly **ORC** units while they are wholly within 18" of this model.



KEYWORDS

ORC, HERO, GORBAD IRONCLAW

AZHAG THE SLAUGHTERER



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Slagga's Slashas	1"	6	3+	3+	-1	1
Horns, Claws and Teeth	2"	✱	4+	3+	-1	2
Venomous Tail	3"	2	4+	✱	-1	3

Wounds Suffered	DAMAGE TABLE		
	Move	Horns, Claws and Teeth	Venomous Tail
0-2	12"	6	2+
3-4	10"	5	3+
5-6	8"	4	4+
7-9	6"	3	5+
10+	4"	2	6+

DESCRIPTION

Azhag the Slaughterer is a named character that is a single model. He is armed with Slagga's Slashas.

MOUNT: This model's Wyvern, Skullmuncha, attacks with his Horns, Claws and Teeth, and a Venomous Tail.

FLY: This model can fly.

ABILITIES

Agonising Venom: At the end of any phase, if any wounds inflicted by this model's Venomous Tail in that turn were allocated to an enemy model and not negated, and that enemy model has not been slain, roll a dice. On a 4+, that enemy model suffers 1 mortal wound.

Choppas: You can re-roll wound rolls of 1 for attacks made by this model if this model made a charge move in the same turn. This ability has no effect on attacks made by this model's mount.

Slagga's Slashas: You can re-roll hit rolls for attacks made with Slagga's Slashas.

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 your hero phase, and attempt to unbind one spell in the enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Life Drain spells.

Life Drain: Life Drain has a casting value of 5. If successfully cast, pick 1 enemy unit within 24" of the caster that is visible to them, and roll 2D6. If the roll is greater than that unit's Bravery characteristic, that unit suffers D3 mortal wounds. If roll is at least double that unit's Bravery characteristic, it suffers D6 mortal wounds instead.

COMMAND ABILITY

Get on Wiv It! 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 **ORC** unit wholly within 24" of this model. Until your next hero phase, add 1 to run and charge rolls for that unit, and add 1 to hit rolls for attacks made by that unit.

KEYWORDS

ORC, MONSTER, HERO, WIZARD, AZHAG THE SLAUGHTERER

WARSCROLLS

GRIMGOR IRONHIDE



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Gitsnik	1"	4	3+	3+	-2	2
Almighty 'Eadbutt	1"	1	3+	4+	-	D3

DESCRIPTION

Grimgor Ironhide is a named character that is a single model. He is armed with Gitsnik and an Almighty 'Eadbutt.

ABILITIES

Choppas: You can re-roll wound rolls of 1 for attacks made by this model if this model made a charge move in the same turn.

I'm Da Best: Add 1 to hit rolls for attacks made with melee weapons by this model while this model is within 10" of any friendly **ORC HEROES**.

Da Immortulz: After set-up is complete but before the first battle round begins, you can pick 1 friendly **BLACK ORC** unit wholly within 18" of this model. You can re-roll hit rolls of 1 for attacks made with melee weapons by that unit for the entire battle.

COMMAND ABILITY

Everyone Fights, or Else! You can use this command ability in the combat phase if this model is your general and is on the battlefield. If you do so, in that combat phase add 1 to hit rolls for attacks made by friendly **ORC** units wholly within 12" of this model.



KEYWORDS

ORC, BLACK ORC, HERO, GRIMGOR IRONHIDE

WURRZAG, DA GREAT GREEN PROPHET



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Baleful Mask	12"	2D6	5+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bonewood Staff	2"	2	4+	3+	-	D3

DESCRIPTION

Wurrzag, da Great Green Prophet, is a named character that is a single model. He is armed with a Bonewood Staff and a Baleful Mask.

ABILITIES

Choppas: You can re-roll wound rolls of 1 for attacks made by this model if this model made a charge move in the same turn.

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

Squiggly Beast: Add 1 to casting and unbinding rolls for this model.

Warpaint of Wurrzag: Roll a dice whenever a wound or mortal wound is allocated to this model. On a 5+ that wound or mortal wound is negated.

MAGIC

This model is a **WIZARD**. He can attempt to cast two spells in your hero phase, and attempt to unbind one spell in the enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Wurrzag's Revenge spells.

Wurrzag's Revenge: Wurrzag's Revenge has a casting value of 6. If successfully cast, pick 1 enemy **WIZARD** within 12" of the caster that is visible to them, and roll a dice. On a 1 that **WIZARD** suffers 1 mortal wound; on a 2-5 that **WIZARD** suffers D3 mortal wounds; on a 6 that **WIZARD** suffers D6 mortal wounds.



KEYWORDS

ORC, SAVAGE ORC, HERO, WIZARD, WURRZAG

WARSCROLLS

GROM THE PAUNCH



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Axe of Grom	1"	3	3+	3+	-1	D3
Slasha	1"	2	5+	5+	-	1
Slavering Jaws	1"	6	4+	4+	-	1

DESCRIPTION

Grom the Paunch is a named character that is a single model. He is armed with the Axe of Grom.

COMPANION: This model is accompanied by Niblit who attacks with his Slasha. For rules purposes, Niblit is treated in the same manner as a mount.

STEEDS: This model's chariot is drawn by Giant Wolves that attack with their Slavering Jaws. For rules purposes, the Giant Wolves are treated in the same manner as a mount.

ABILITIES

Regeneration: In your hero phase, you can heal 1 wound allocated to this model.

Lucky Banner: Roll a dice whenever a wound or mortal wound is allocated to this model. On a 5+ that wound or mortal wound is negated.

COMMAND ABILITY

Grom's Waaagh!: 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 you can re-roll hit rolls for attacks made by friendly **GOBLIN** units while they are wholly within 18" of this model.

KEYWORDS

GOBLIN, HERO, GROM THE PAUNCH

WARSCROLLS

SKARSNIK, WARLORD OF THE EIGHT PEAKS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skarsnik's Prodder	14"	D6	4+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skarsnik's Prodder	2"	4	4+	3+	-1	1
Gaping Maw	1"	4	4+	3+	-1	D3

DESCRIPTION

Skarsnik, Warlord of the Eight Peaks, is a named character that is a single model. He is armed with Skarsnik's Prodder.

COMPANION: This model is accompanied by a Giant Cave Squig, Gobbla, that attacks with its Gaping Maw. For rules purposes, Gobbla is treated in the same manner as a mount.

ABILITIES

Gobbla's Killing Blow: If the unmodified hit roll for an attack made with this model's Gaping Maw is 6, that attack inflicts D3 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll).

Sneaky Schemes: After set-up is complete, but before the first battle round begins, roll 1 dice for each enemy unit on the battlefield. On a 6, that enemy unit cannot move in the first battle round.

Tricky Traps: If this model is your general, friendly **NIGHT GOBLIN** units can retreat and still shoot in the same turn.

COMMAND ABILITY

Warlord of the Eight Peaks: You can use this command ability at the start of the combat phase if this model is your general and is on the battlefield. If you do so, pick 1 friendly **NIGHT GOBLIN** unit wholly within 18" of this model. In that combat phase, after that unit has fought in that combat phase for the first time, when it is your turn to pick a unit to fight with later in the same combat phase, that unit can be selected to fight for a second time if it is within 3" of any enemy units.

KEYWORDS

GOBLIN, NIGHT GOBLIN, HERO, SKARSNIK

WARSCROLLS

SETTRA THE IMPERISHABLE



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Blessed Blade of Ptrá	2"	4	3+	3+	-2	3
Thundering Hooves	1"	8	4+	4+	-	1

DESCRIPTION

Settra the Imperishable is a named character that is a single model. He is armed with the Blessed Blade of Ptrá.

STEEDS: This model's chariot is drawn by Skeletal Steeds that attack with their Thundering Hooves. For rules purposes, the Skeletal Steeds are treated in the same manner as a mount.

ABILITIES

Crown of Nehekhará: If this model is your general, do not take battleshock tests for friendly **TOMB KING** units while they are wholly 18" of this model.

Chariot of the Gods: Double the Attacks characteristic of this model's melee weapons if this model made a charge move in the same turn.

Prayer of the Desert Wind: In your hero phase, this model can attempt to make this prayer. If it does so, make a prayer roll by rolling a dice. On a 1, the prayer is not answered. On a 2+, the prayer is answered. If the prayer is answered, pick 1 friendly unit wholly within 24" of this model; until your next hero phase, double the Move characteristic of that unit, and that unit can fly.

The Scarab Broach of Usirian: 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.

Settra's Curse: If this model is slain by wounds or mortal wounds inflicted by an enemy unit, that enemy unit suffers D6 mortal wounds.

COMMAND ABILITY

And He Did Say 'War', and the World Did Tremble... 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 you can re-roll hit rolls and wound rolls of 1 for attacks made by friendly **TOMB KING** units while they are wholly within 24" of this model.

KEYWORDS

TOMB KINGS, HERO, PRIEST, SETTRA THE IMPERISHABLE

WARSCROLLS

HIGH QUEEN KHALIDA



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Venom Staff	18"	1	2+	3+	-	D6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Venom Staff	1"	1	2+	3+	-	D6

DESCRIPTION

High Queen Khalida is a named character that is a single model. She is armed with the Venom Staff.

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 Curse: If this model is slain by wounds or mortal wounds inflicted by an enemy unit, that enemy unit suffers 3 mortal wounds.

Hatred (Vampire Counts): You can re-roll the dice that determines the Damage characteristic for attacks made with the Venom Staff that target a **VAMPIRE COUNTS** unit. In addition, you can re-roll hit rolls for attacks made with the Venom Staff that target **NEFERATA**.

COMMAND ABILITY

Blessing of Asaph: You can use this command ability at the start of your shooting phase if this model is your general and is on the battlefield. If you do so, add 1 to hit rolls for attacks made by friendly **TOMB KINGS** units in that shooting phase.

KEYWORDS

TOMB KINGS, HERO, HIGH QUEEN KHALIDA

WARSCROLLS

PRINCE APOPHAS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tide of Scuttling Scarabs	10"	2D6	3+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tomb Kings Hand Weapon	1"	6	4+	4+	-	1

DESCRIPTION

Prince Apophas is a named character that is a single model. He is armed with a Tomb Kings Hand Weapon and a Tide of Scuttling Scarabs.

FLY: This model can fly.

ABILITIES

Entombed Beneath the Sands: Instead of setting up Prince Apophas on the battlefield, you can place him to one side and say that he is set up entombed beneath the sands as a reserve unit. If you do so, at the end of any of your movement phases, you can set this unit up on the battlefield more than 9" from any enemy units. If this model is not set up on the battlefield before the start of the fourth battle round, it is slain.

Regeneration: In your hero phase you can heal 1 wound allocated to this model.

Scarab Prince: If this model is slain, before this model is removed from play it can attack with all of the missile weapons it is armed with.

Soul Reaper: Add 1 to hit rolls and wound rolls for attacks made with this model's Tomb Kings Hand Weapon that target a **HERO**.

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

KEYWORDS

TOMB KINGS, HERO, PRINCE APOPHAS

VLAD VON CARSTEIN



MELEE WEAPONS

Blood Drinker

Range

1"

Attacks

6

To Hit

3+

To Wound

3+

Rend

-2

Damage

1

DESCRIPTION

Vlad von Carstein is a named character that is a single model. He is armed with Blood Drinker.

ABILITIES

Aura of Dark Majesty: Subtract 1 from the Bravery characteristic of enemy units while they are within 3" of this model.

Beguile: At the start of the combat phase, pick 1 enemy **HERO** within 3" of this model and roll a dice. On a 4+, subtract 1 from hit rolls for attacks made by that enemy model for that combat phase.

Beloved in Death: You can re-roll hit rolls for attacks made by this model while this model is within 10" of a friendly **ISABELLA VON CARSTEIN**. In addition, Blood Drinker has a Damage characteristic of 2 instead of 1 if a friendly **ISABELLA VON CARSTEIN** is slain.

Carstein Ring: The first time this model is slain, before removing it from the battlefield, roll a dice. On a 1, this model is slain. 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; then remove this model from the battlefield and set it up again within 18" of its original location and more than 3" from any enemy models.

The Hunger: At the end of the combat phase, if any enemy models were slain by wounds inflicted by this model's attacks in that combat phase, you can heal 1 wound allocated to this model.

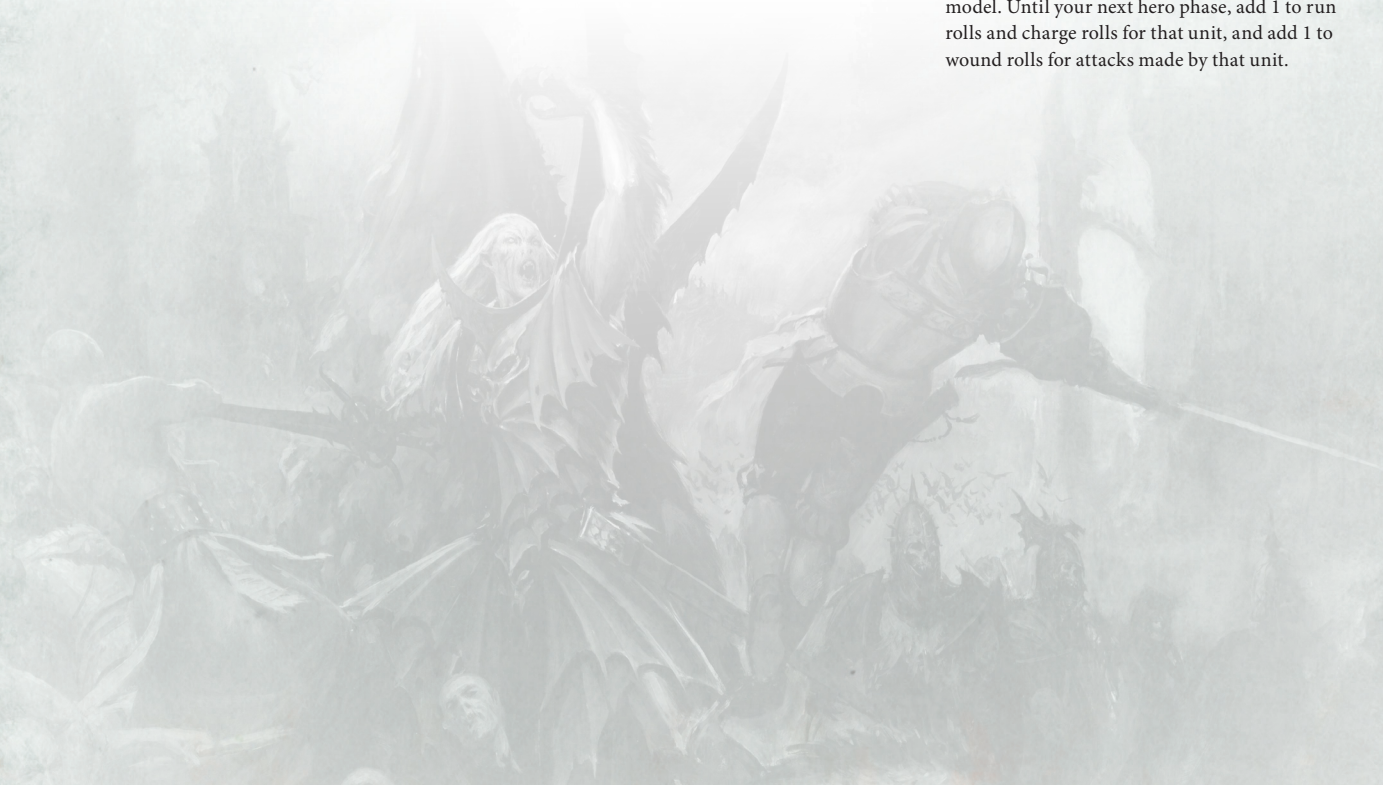
MAGIC

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

Curse Soul: Curse Soul has a casting value of 7. If successfully cast, pick an enemy **HERO** within 6" of the caster that is visible to them, and roll 2D6. If the roll is equal to that enemy **HERO'S** Bravery characteristic, that enemy **HERO** suffers D3 mortal wounds. If it is greater than that enemy **HERO'S** Bravery characteristic, that enemy **HERO** suffers D6 mortal wounds.

COMMAND ABILITY

Slaves of Death: 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 **VAMPIRE COUNTS** unit wholly within 16" of this model. Until your next hero phase, add 1 to run rolls and charge rolls for that unit, and add 1 to wound rolls for attacks made by that unit.



KEYWORDS VAMPIRE COUNTS, HERO, WIZARD, VLAD VON CARSTEIN

WARSCROLLS

COUNT MANNFRED



MELEE WEAPONS

Gheistvor

Flailing Hooves

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

5

3+

3+

-1

D3

1"

2

4+

4+

-

1

DESCRIPTION

Count Mannfred is a named character that is a single model. He is armed with Gheistvor.

MOUNT: This model can be mounted on a Barded Nightmare. If it is, its Move characteristic is 12" instead of 5", and the Nightmare can attack with its Flailing Hooves.

ABILITIES

The Hunger: At the end of the combat phase, if any enemy models were slain by wounds inflicted by this model's attacks in that combat phase, you can heal 1 wound allocated to this model.

Armour of Templehof: The first wound or mortal wound allocated to this model each turn is negated.

Master of the Dark Arts: Add 1 to casting and unbinding rolls for this model.

Sword of Unholy Power: If any wounds inflicted by Gheistvor are allocated to an enemy model and not negated, add 1 to this model's next casting or unbinding roll.

MAGIC

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

Wind of Death: Wind of Death has a casting value of 7. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them. That unit suffers D3 mortal wounds, and each other enemy unit within 3" of that unit suffers 1 mortal wound.

COMMAND ABILITY

Vigour of Undeath: 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 **VAMPIRE COUNTS** unit wholly within 18" of this model. Until your next hero phase, you can re-roll hit and wound rolls of 1 for attacks made by that unit.

KEYWORDS

VAMPIRE COUNTS, HERO, WIZARD, COUNT MANNFRED

WARSCROLLS

MANNFRED THE ACOLYTE



MELEE WEAPONS

Gheistvor

Range

1"

Attacks

4

To Hit

3+

To Wound

3+

Rend

-1

Damage

D3

DESCRIPTION

Mannfred the Acolyte is a named character that is a single model. He is armed with Gheistvor.

ABILITIES

The Hunger: At the end of the combat phase, if any enemy models were slain by wounds inflicted by this model's attacks in that combat phase, you can heal 1 wound allocated to this model.

Sword of Unholy Power: If any wounds inflicted by Gheistvor are allocated to an enemy model and not negated, add 1 to this model's next casting or unbinding roll.

MAGIC

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

Wind of Death: Wind of Death has a casting value of 7. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them. That unit suffers D3 mortal wounds, and each other enemy unit within 3" of that unit suffers 1 mortal wound.

KEYWORDS

VAMPIRE COUNTS, HERO, WIZARD, MANNFRED THE ACOLYTE

WARSCROLLS

ISABELLA VON CARSTEIN



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Vampire Counts Hand Weapon	1"	6	4+	4+	-	1

DESCRIPTION

Isabella von Carstein is a named character that is a single model. She is armed with a Vampire Counts Hand Weapon.

ABILITIES

Beguide: At the start of the combat phase, pick 1 enemy **HERO** within 3" of this model and roll a dice. On a 4+, subtract 1 from hit rolls for attacks made by that enemy model for that combat phase.

Beloved in Death: You can re-roll hit rolls for attacks made by this model while this model is within 10" of a friendly **VLAD VON CARSTEIN**. In addition, this model's Vampire Counts Hand Weapon has an Attacks characteristic of 8 instead of 6 if a friendly **VLAD VON CARSTEIN** is slain.

The Blood Chalice of Bathori: At the start of your hero phase, you can heal D3 wounds allocated to this model.

The Hunger: At the end of the combat phase, if any enemy models were slain by wounds inflicted by this model's attacks in that combat phase, you can heal 1 wound allocated to this model.

MAGIC

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

Hellish Vigour: Hellish Vigour has a casting value of 6. If successfully cast, pick 1 friendly **VAMPIRE COUNTS** unit within 18" of the caster that is visible to them. Until your next hero phase, add 1 to that unit's Movement characteristic and add 1 to the Attacks characteristic of that unit's melee weapons.

KEYWORDS

VAMPIRE COUNTS, HERO, WIZARD, ISABELLA VON CARSTEIN

WARSCROLLS

KONRAD VON CARSTEIN



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sword of Waldenhof	1"	4	3+	3+	-1	2
Vampire Counts Hand Weapon	1"	4	4+	4+	-	1

DESCRIPTION

Konrad von Carstein is a named character that is a single model. He is armed with the Sword of Waldenhof and a Vampire Counts Hand Weapon.

ABILITIES

Red Fury: After this model has fought in the combat phase for the first time, roll a dice if any enemy models were slain by this model's attacks in that combat phase. If the roll is less than or equal to the number of models that were slain, this model can immediately make a pile-in move and then attack with all of the melee weapons it is armed with for a second time.

The Hunger: At the end of the combat phase, if any enemy models were slain by wounds inflicted by this model's attacks in that combat phase, you can heal 1 wound allocated to this model.

One Bat Short of a Belfry: Roll a dice for this model at the start of your hero phase. On a 1, halve charge rolls for this model until the start of your next hero phase. On a 2-5, you can re-roll hit rolls for attacks made by this model until your next hero phase. On a 6, you can re-roll hit and wound rolls for attacks made by this model until your next hero phase.

KEYWORDS

VAMPIRE COUNTS, HERO, KONRAD VON CARSTEIN

WARSCROLLS

HEINRICH KEMMLER, THE LICHEMASTER



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Skull Staff	2"	1	4+	3+	-1	D3
Chaos Tomb Blade	1"	2	4+	3+	-1	2

DESCRIPTION

Heinrich Kemmler is a named character that is a single model. He is armed with a Chaos Tomb Blade and Skull Staff.

ABILITIES

Master of the Dead: Roll a dice each time you allocate a wound or mortal wound to this model. On a 2+, instead of allocating that wound or mortal wound to this model, you can allocate it to another friendly **VAMPIRE COUNTS** unit within 3" of this model.

Chaos Tomb Blade: Add 1 to casting rolls for this model.

Skull Staff: Add 1 to unbinding rolls for this model.

Cloak of Mists and Shadows: At the start of your hero phase, you can remove this model from the battlefield and then set it up anywhere on the battlefield more than 9" from any enemy units.

MAGIC

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

Invigorate: Invigorate has a casting value of 4. If successfully cast, you can heal 1 wound allocated to each friendly **VAMPIRE COUNTS** model within 12" of the caster.

KEYWORDS

VAMPIRE COUNTS, HERO, WIZARD, HEINRICH KEMMLER

WARSCROLLS

KRELL, LORD OF UNDEATH



MELEE WEAPONS

Black Axe of Krell

Range

1"

Attacks

4

To Hit

3+

To Wound

3+

Rend

-1

Damage

D3

DESCRIPTION

Krell is a named character that is a single model. He is armed with the Black Axe of Krell.

ABILITIES

Armour of the Barrows: Roll a dice each time a wound or mortal wound is allocated to this model. On a 4+ that wound or mortal wound is negated.

Black Axe of Krell: If any wounds inflicted by the Black Axe of Krell are allocated to an enemy model and not negated, roll a dice at the end of each battle round (even if the wounds inflicted by the Black Axe of Krell are subsequently healed). On a 4+ that enemy model is slain.

Champion of the Dead: Add 1 to hit rolls for attacks made with a melee weapon by this model that target a **HERO**.

Killing Blow: If the unmodified hit roll for an attack made with a melee weapon by this model is 6, that attack inflicts D3 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll).

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 Bones: 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 **VAMPIRE COUNTS** unit wholly within 18" of this model. Until your next hero phase, add 1 to the Attacks characteristic of that unit's melee weapons.

KEYWORDS

VAMPIRE COUNTS, HERO, KRELL

WARSCROLLS

ZACHARIUS THE EVERLIVING



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Pestilential Breath	9"	1	3+	*	-3	D6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Staff of Kaphamon	1"	4	3+	3+	-1	D3
Maw	3"	2	4+	3+	-2	D6
Sword-like Claws	2"	*	4+	3+	-1	2

Wounds Suffered	DAMAGE TABLE		
	Move	Pestilential Breath	Sword-like Claws
0-3	14"	2+	6
4-6	12"	3+	5
7-9	10"	4+	4
10-12	8"	5+	3
13+	6"	6+	2

DESCRIPTION

Zacharius the Everliving is a named character that is a single model. He is armed with the Staff of Kaphamon.

MOUNT: This model's Zombie Dragon attacks with its Pestilential Breath, Maw and Sword-like Claws.

FLY: This model can fly.

ABILITIES

Circlet of Rathek: Roll a dice each time you allocate a mortal wound to this model. On a 4+ that mortal wound is negated.

Pestilential Breath: When you attack with this model's Pestilential Breath, roll a dice before making the hit roll for the attack. If the roll is less than or equal to the number of models in the target unit, the attack scores a hit without needing to make a hit roll.

The Hunger: At the end of the combat phase, if any enemy models were slain by wounds inflicted by this model's attacks in that combat phase, you can heal 1 wound allocated to this model.

Scrolls of Semhtep: Add 3 to unbinding rolls for this model.

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 2 spells in your hero phase, and attempt to unbind 1 spell in your enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Hand of Dust spells.

Hand of Dust: Hand of Dust has a casting value of 8. If successfully cast, pick an enemy model within 3" the caster. Then, take a dice and hide it in one of your hands. Your opponent must pick one of your hands. If they pick the one holding the dice, the spell has no effect. If they pick the empty hand, the enemy model is slain.

KEYWORDS

VAMPIRE COUNTS, MONSTER, HERO, WIZARD, ZACHARIUS THE EVERLIVING

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

Wounds Suffered	DAMAGE TABLE		
	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: When the Stave of Avelorn is used as a melee weapon, it 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 named character that is a single model. He is armed 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
Sharp Beak	18"	1	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Starlight Spear	2"	4	3+	3+	-1	1

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 in 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 in 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 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

DAMAGE TABLE			
Wounds Suffered	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

WARSCROLLS

MALEKITH, THE WITCH KING OF NAGGAROTH

ON SERAPHON



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Noxious Breath	6"	—————		See below		—————
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Destroyer	1"	6	3+	3+	-1	D3
Great Claws	2"	☀	3+	3+	-1	2
Savage Teeth	3"	3	3+	☀	-2	D6

Wounds Suffered	DAMAGE TABLE		
	Move	Great Claws	Savage Teeth
0-3	16"	6	2+
4-6	14"	5	3+
7-9	12"	4	3+
10-12	10"	3	4+
13+	8"	2	4+

DESCRIPTION

Malekith, the Witch King of Naggaroth is a named character that is a single model. He is armed with the Destroyer.

MOUNT: Seraphon attacks with her Noxious Breath, her Savage Teeth and Great Claws.

FLY: This model can fly.

ABILITIES

Armour of Midnight: If an attack that targets this model has a Damage characteristic of 2 or more, change the Damage characteristic of that attack to 1.

Circlet of Iron: Add 2 to casting and unbinding rolls for this model.

Destroyer: If the unmodified hit roll for an attack made by the Destroyer is 6, you can pick an artefact of power carried by the target. That artefact of power can no longer be used (if a weapon was picked when the artefact of power was selected, that weapon reverts to normal). In addition, if the unmodified hit roll for an attack made by the Destroyer is 6 and the target is a **WIZARD**, you can pick one spell that **WIZARD** knows. That **WIZARD** no longer knows that spell.

Noxious Breath: Do not use the attack sequence for an attack made with Noxious Breath. Instead pick an 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 6" of this model and visible to this model. For each 6 the target unit suffers 1 mortal wound.

The Price of Failure: If a friendly **DARK ELF** unit within 3" of this model fails a battleshock test, only one model from that unit flees.

Supreme Spellshield: Each time this model is affected by a spell, you can roll a dice. If you do so, on a 2+, ignore the effects of that spell on this model. In addition, if this model is affected by a spell and the roll to ignore the effect of the spell was 4+, the caster suffers D3 mortal wounds after the effects of the spell have been resolved.

MAGIC

Malekith is a **WIZARD**. He can attempt to cast two spells in your hero phase, and attempt to unbind two spells in the enemy hero phase. He knows the Arcane Bolt, Mystic Shield, and Bladewind spells.

BLADEWIND

Bladewind has a casting value of 7. If successfully cast, pick an enemy unit within 18" of the caster and visible to them and roll a number of dice equal to the number of models in that unit. For each 5+ that unit suffers 1 mortal wound.

COMMAND ABILITIES

Absolute Power: If you use this command ability, pick D3 friendly **DARK ELF** units wholly within 18" of a friendly model with this command ability. In the following combat phase, you can re-roll failed wound rolls for attacks made by those units.

KEYWORDS

DARK ELF, HERO, MONSTER, WIZARD, DREADLORD, MALEKITH

HELLEBRON, THE BLOOD QUEEN OF HAR GANETH



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Deathsword and the Cursed Blade	1"	6	3+	3+	-1	1

DESCRIPTION

Hellebron, the Blood Queen of Har Ganeth is a named character that is a single model. She is armed with the Deathsword and the Cursed Blade.

ABILITIES

Amulet of Dark Fire: Each time this model is affected by a spell, you can roll a dice. If you do so, on a 4+, ignore the effects of that spell on this model.

Deathsword and the Cursed Blade: If the unmodified hit roll for an attack made with the Deathsword and the Cursed Blade is 6, that attack inflicts D3 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll). In addition, if the unmodified save roll for an attack made with a melee weapon that targets this model is 6, the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.

Priestess of Khaine: This model knows the Rune of Khaine and Touch of Death prayers. In your hero phase, you can declare that this model will pray. If you do so, pick a prayer this model knows and roll a dice. On a 1 this model suffers 1 mortal wound. On a 2 nothing happens. On a 3+ the prayer is successful.

Rune of Khaine: This model's melee weapons have a Damage characteristic of D3 instead of 1 until your next hero phase.

Touch of Death: Pick a unit within 3" of this model and then hide a dice in one of your hands. Your opponent must pick a hand; if that hand is holding the dice, that unit suffers D3 mortal wounds.

Witchbrew: In your hero phase, you can pick a friendly **WITCH ELF** unit within 3" of this model to drink witchbrew. If you do, then until your next hero phase you can re-roll failed wound rolls for attacks made by that unit's melee weapons. In addition, do not take battleshock tests for that unit.

KEYWORDS

DARK ELF, WITCH ELF, HERO, PRIEST, HELLEBRON

WARSCROLLS

HELLEBRON, THE BLOOD QUEEN OF HAR GANETH

ON CAULDRON OF BLOOD



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Deathsword and the Cursed Blade	1"	6	3+	3+	-1	1
Witch Elf Hand Weapons	1"	☀	3+	4+	-	1

Wounds Suffered	DAMAGE TABLE		
	Move	Witch Elf Hand Weapons	Bloodshield
0-2	6"	8	18"
3-5	5"	7	14"
6-8	4"	6	10"
9-10	3"	5	6"
11+	2"	4	2"

DESCRIPTION

Hellebron, the Blood Queen of Har Ganeth on Cauldron of Blood is a named character that is a single model. She is armed with the Deathsword and the Cursed Blade.

CREW: This model has a Witch Elf crew that attack with pairs of Witch Elf Hand Weapons. For rules purposes, the crew are treated in the same manner as a mount.

ABILITIES

Amulet of Dark Fire: Each time this model is affected by a spell, you can roll a dice. If you do so, on a 4+, ignore the effects of that spell on this model.

Bladed Impact: After this model makes a charge move, you can pick 1 enemy unit within 1" of this model and roll a dice. On a 2+ that enemy unit suffers D3 mortal wounds.

Bloodshield: The range of this ability is shown in the damage table above. Add 1 to the saving throw of friendly **WITCH ELF** units that are wholly within this range of this model. A unit can only be affected by a single Bloodshield ability at any one time.

Deathsword and the Cursed Blade: If the unmodified hit roll for an attack made with the Deathsword and the Cursed Blade is 6, that attack inflicts D3 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll). In addition, if the unmodified save roll for an attack made with a melee weapon that targets this model is 6, the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.

Pair of Hand Weapons: You can re-roll hit rolls of 1 for an attack made with a pair of Witch Elf Hand Weapons.

Priestess of Khaine: This model knows the Rune of Khaine and Touch of Death prayers. In your hero phase, you can declare that this model will pray. If you do so, pick a prayer this model knows and roll a dice. On a 1 this model suffers 1 mortal wound. On a 2 nothing happens. On a 3+ the prayer is successful.

Rune of Khaine: This model's melee weapons have a Damage characteristic of D3 instead of 1 until your next hero phase.

Touch of Death: Pick a unit within 3" of this model and then hide a dice in one of your hands. Your opponent must pick a hand; if that hand is holding the dice, that unit suffers D3 mortal wounds.

Witchbrew: In your hero phase, you can pick a friendly **WITCH ELF** unit within 3" of this model to drink witchbrew. If you do, then until your next hero phase you can re-roll failed wound rolls for attacks made by that unit's melee weapons. In addition, do not take battleshock tests for that unit.

Idol of Worship: Add 1 to the Bravery characteristic of friendly **WITCH ELF** units that are wholly within 12" of any friendly **CAULDRONS OF BLOOD**.

COMMAND ABILITIES

Orgy of Slaughter: You can use this command ability in your hero phase. If you do so, pick a friendly **WITCH ELF** unit that is within 3" of an enemy unit and wholly within 18" of a friendly model with this command ability. Make a pile in move with that unit, and then attack with all of the melee weapons that unit is armed with.

KEYWORDS

DARK ELF, WITCH ELF, WAR MACHINE, HERO, PRIEST, TOTEM, CAULDRON OF BLOOD, HELLEBRON

WARSCROLLS

MORATHI, THE HAG SORCERESS OF GHROND

ON SULEPHET



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Heartrender and the Darksword	1"	6	3+	3+	-1	1
Sulephet's Bite	1"	2	3+	4+	-	1

DESCRIPTION

Morathi, the Hag Sorceress of Ghronnd is a named character that is a single model. She is armed with Heartrender and the Darksword.

MOUNT: Sulephet attacks with her Bite.

FLY: This model can fly.

ABILITIES

Hekarti's Blessing: At the start of your hero phase, you can pick a friendly **DARK ELF** model within 3" of this model. If you do so, that model is slain, but you can add 2 to casting rolls for this model in that hero phase.

The First Sorceress: Add 1 to casting and unbinding rolls for this model.

Thousand and One Dark Blessings: Subtract 1 from hit rolls for attacks that target this 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, Arnzipal's Black Horror and Word of Pain spells.

ARNZIPAL'S BLACK HORROR

Arnzipal's Black Horror has a casting value of 7. If successfully cast, pick an enemy unit within 18" of the caster and visible to them and roll a dice. On a 1 that unit suffers 1 mortal wound, on a 2-3 that unit suffers D3 mortal wounds, and on a 4+ that unit suffers D6 mortal wounds.

WORD OF PAIN

Word of Pain has a casting value of 7. If successfully cast, pick an enemy unit within 16" of the caster and visible to them. That unit suffers 1 mortal wound. In addition, subtract 1 from hit rolls for attacks made by that unit until your next hero phase.

KEYWORDS

DARK ELF, WITCH ELF, HERO, WIZARD, MORATHI

WARSCROLLS

MALUS DARKBLADE

ON SPITE



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Warpsword of Khaine	1"	6	3+	2+	-2	1
Teeth and Claws	1"	3	3+	3+	-1	1

DESCRIPTION

Malus Darkblade is a named character that is a single model. He is armed with the Warpsword of Khaine.

MOUNT: Spite attacks with his Teeth and Claws.

ABILITIES

The Price of Failure: If a friendly **DARK ELF** unit within 3" of this model fails a battleshock test, only one model from that unit flees.

Sea Dragon Cloak: Re-roll save rolls of 1 for attacks made with a missile weapon that target this model.

Tz'arkan: Once per battle, at the start of the combat phase, you can say that Darkblade will draw on Tz'arkan's power. If you do so, for the rest of the battle add 2 to the Attacks characteristic of the Warpsword of Khaine, and you must re-roll hit rolls of 1 for attacks made by the Warpsword of Khaine. However, before you use this ability to re-roll a hit roll of 1 for the Warpsword of Khaine, you must inflict 1 mortal wound on a friendly unit within 3" of this model.

COMMAND ABILITIES

Do Not Disappoint Me: If you use this command ability, pick a friendly **DARK ELF** unit wholly within 18" of a friendly model with this command ability. In the following combat phase, you can re-roll failed wound rolls for attacks made by that unit.

KEYWORDS

DARK ELF, HERO, DREADLORD, MALUS DARKBLADE

WARSCROLLS

SHADOWBLADE, THE DEATH THAT WALKS UNSEEN



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Poisoned Throwing Weapons	8"	2	4+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Poisoned Hand Weapons	1"	6	3+	3+	-1	D3

DESCRIPTION

Shadowblade, the Death that Walks Unseen is a named character that is a single model. He is armed with Poisoned Throwing Weapons, and Poisoned Hand Weapons.

ABILITIES

Dance of Doom: Roll a dice each time a wound or mortal wound is allocated to this model. On a 4+, the wound or mortal wound is negated.

Heart of Woe: If this model is slain, before this model is removed from play each enemy unit within 3" of this model suffers D3 mortal wounds.

Master of Disguise: Instead of setting up this model on the battlefield, you can place this model to one side and say that it is set up in disguise as a reserve unit. At the start of a combat phase, you can set up one or more reserve units in disguise on the battlefield within 3" of an enemy model from a unit that had at least 3 models when it was set up. Any reserve units in disguise that are not set up on the battlefield before the start of the fourth battle round are slain.

Potion of Diabolic Strength: Once per battle, at the start of the combat phase, you can say that this model is drinking this potion. If you do so, you can re-roll failed wound rolls for attacks made by this model in that phase, and any melee weapons used by this model have a Rend characteristic of -3 instead of their normal value in that phase.

KEYWORDS

DARK ELF, HERO, KHAINITE ASSASSIN, SHADOWBLADE

WARSCROLLS

LOKHIR FELLHEART, KRAKENLORD OF KAROND KAR



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Red Blades	3"	6	3+	3+	-1	1

DESCRIPTION

Lokhir Fellheart, Krakenlord of Karond Kar is a named character that is a single model. He is armed with the Red Blades.

ABILITIES

Helm of the Kraken: In your hero phase, you can heal D3 wounds allocated to this model.

Krakenlord of Karond Kar: Subtract 1 from the Bravery characteristic of enemy units while they are within 12" of this model. Add 1 to the Bravery characteristic of friendly **BLACK ARK** units while they are wholly within 18" of this model.

The Red Blades: You can re-roll hit rolls and wound rolls of 1 for an attack made with the Red Blades.

Sea Dragon Cloak: Re-roll save rolls of 1 for attacks made with a missile weapon that target this model.

COMMAND ABILITIES

At Them, You Curs!: If you use this command ability, pick a friendly **BLACK ARK** unit wholly within 18" of a friendly model with this command ability. In the following combat phase, you can re-roll failed hit rolls for attacks made by that unit.

KEYWORDS

DARK ELF, HERO, BLACK ARK, FLEETMASTER, LOKHIR FELLHEART