



DARK ELVES



WARSCROLLS
COMPENDIUM

INTRODUCTION

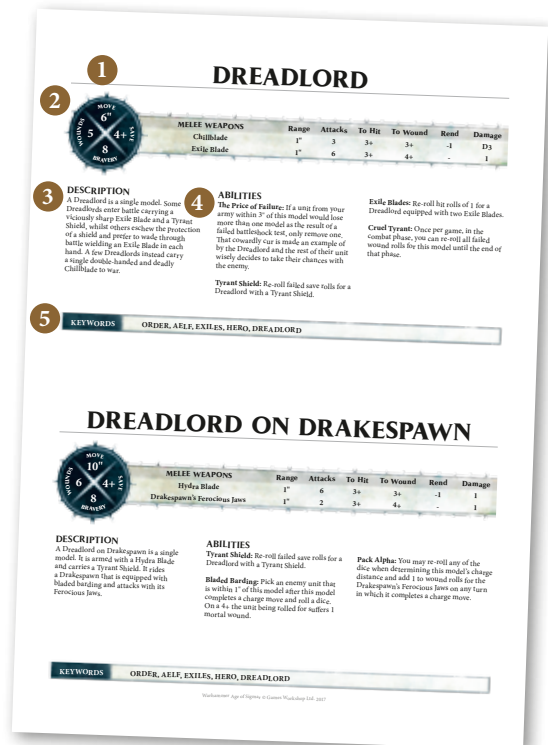
Embittered and cruel, the aelf Exiles roam the Mortal Realms bringing death to every foe they meet. These swift and vicious warriors are ostensibly allies of Sigmar. In truth, they serve only the shadowy Malerion, and themselves.

Emerging from the darkened places of the realms, the Exile warbands engage in lightning raids that leave ravaged corpses piled high in their wake. Then they vanish as quickly as they came, like smoke melting away on the breeze.

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.



DREADLORD



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Chillblade	1"	3	3+	3+	-1	D3
Exile Blade	1"	6	3+	4+	-	1

DESCRIPTION

A Dreadlord is a single model. Some Dreadlords enter battle carrying a viciously sharp Exile Blade and a Tyrant Shield, whilst others eschew the protection of a shield and prefer to wade through battle wielding an Exile Blade in each hand. A few Dreadlords instead carry a single double-handed and deadly Chillblade to war.

ABILITIES

The Price of Failure: If a unit from your army within 3" of this model would lose more than one model as the result of a failed battleshock test, only remove one. That cowardly cur is made an example of by the Dreadlord and the rest of their unit wisely decides to take their chances with the enemy.

Tyrant Shield: Re-roll failed save rolls for a Dreadlord with a Tyrant Shield.

Exile Blades: Re-roll hit rolls of 1 for a Dreadlord equipped with two Exile Blades.

Cruel Tyrant: Once per game, in the combat phase, you can re-roll all failed wound rolls for this model until the end of that phase.

KEYWORDS

ORDER, AELE, EXILES, HERO, DREADLORD

DREADLORD ON DRAKESPAWN



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Hydra Blade	1"	6	3+	3+	-1	1
Drakespaw's Ferocious Jaws	1"	2	3+	4+	-	1

DESCRIPTION

A Dreadlord on Drakespaw is a single model. It is armed with a Hydra Blade and carries a Tyrant Shield. It rides a Drakespaw that is equipped with bladed barding and attacks with its Ferocious Jaws.

ABILITIES

Tyrant Shield: Re-roll failed save rolls for a Dreadlord with a Tyrant Shield.

Bladed Barding: Pick an enemy unit that is within 1" of this model after this model completes a charge move and roll a dice. On a 4+ the unit being rolled for suffers 1 mortal wound.

Pack Alpha: You may re-roll any of the dice when determining this model's charge distance and add 1 to wound rolls for the Drakespaw's Ferocious Jaws on any turn in which it completes a charge move.

KEYWORDS

ORDER, AELE, EXILES, HERO, DREADLORD

SORCERESS ON DRAKESPAWN



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Witchstaff	2"	1	4+	3+	-1	D3
Drakespawn's Ferocious Jaws	1"	2	3+	4+	-	1

DESCRIPTION

A Sorceress on Drakespawn is a single model. The Sorceress carries a Witchstaff and a dagger which she can use to sacrifice her allies and boost her magical powers. She rides a Drakespawn which attacks with its Ferocious Jaws.

ABILITIES

Blood Ritual: Add 2 to casting rolls made for this model if any models were slain within 3" of it in the preceding turn.

MAGIC

A Sorceress on Drakespawn is a wizard. She can attempt to cast one spell in each of your own hero phases, and attempt to unbind one spell in each enemy hero phase. She knows the Arcane Bolt, Mystic Shield and Chillwind spells.

CHILLWIND

Chillwind has a casting value of 5. If successfully cast, pick an enemy unit within 18" of, and visible to, the caster. Roll a number of dice equal to the casting roll you made in order to cast this spell (for example, if the casting roll was 9, roll 9 dice); the target unit suffers a mortal wound for each roll of 6.

KEYWORDS

ORDER, AELF, EXILES, HERO, WIZARD, SORCERESS

BEASTMASTER ON MANTICORE



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Great Scourge	2"	3	4+	4+	-	1
Savage Jaws and Claws	2"	3	4+	☀	-1	2
Barbed Tail	2"	☀	4+	3+	-	D3

DAMAGE TABLE

Wounds Suffered	Move	Savage Jaws and Claws	Barbed Tail
0-2	12"	3+	3
3-4	10"	3+	2
5-6	8"	4+	2
7-8	6"	4+	1
9+	4"	5+	1

DESCRIPTION

A Beastmaster on Manticore is a single model. The Beastmaster is armed with a Great Scourge and wears a Sea Dragon Cloak, while its Manticore mount attacks with its Savage Jaws and Claws and swipes its Barbed Tail.

ABILITIES

Spiteful Dominance: In your hero phase, pick this model or a **MONSTER** from your army that is within 10". Re-roll hit rolls of 1 for that model until your next hero phase.

Sea Dragon Cloak: Re-roll save rolls of 1 for a Beastmaster on Manticore in the shooting phase.

KEYWORDS

ORDER, AELE, MANTICORE, EXILES, HERO, MONSTER, BEASTMASTER

MASTER WITH BATTLE STANDARD



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Barbed Blade	1"	4	3+	3+	-	1
Dark Steed's Vicious Bite	1"	2	4+	5+	-	1

DESCRIPTION

A Master with Battle Standard is a single model. It is armed with a Barbed Blade and carries a Banner of Murder.

DARK STEED

Some Masters ride to war upon a Dark Steed; these increase their Move to 14" and gain the Dark Steed's Vicious Bite attack. Mounted Masters can fight with a Barbed Blade in each hand, their banner strapped to their steed's side; you can re-roll hit rolls of 1 for this model's Barbed Blade.

ABILITIES

Treachery and Power: If your general is an **EXILE**, a Master with Battle Standard can attempt to slit his throat if he is within 1" at the start of the hero phase. If he does so, roll a dice; on a 1 this model is slain. On a 2+ your general is slain; this model becomes your general and gains all the command abilities known by his former lord.

Banner of Murder: Subtract 1 from the Bravery characteristic of enemy units within 10" of this model in the battleshock phase. In your hero phase, you can declare that the Master will hold his banner aloft. If you do, until your next hero phase you may not move the Master but the Banner of Murder will affect all enemy units within 18" of it instead.

KEYWORDS

ORDER, AELF, EXILES, HERO, TOTEM, MASTER WITH BATTLE STANDARD

SHADES



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Repeater Crossbow	16"	2	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Barbed Sword	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Shades has 5 or more models. They are armed with Repeater Crossbows and Barbed Swords.

ABILITIES

A Shadow Moves Unseen: Instead of setting up this unit on the battlefield, you can place it to one side and say that it is skulking in the shadows. At the end of your first movement phase, set this unit up anywhere on the battlefield that is more than 9" from any enemy models.

Blend with Darkness: Subtract 1 from any hit rolls made in the shooting phase for attacks that target this unit if it is in cover.

KEYWORDS

ORDER, AELF, EXILES, SHADES

REAPER BOLT THROWER

WAR MACHINE



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Reaper Bolts	36"	☼	4+	3+	-1	1

WAR MACHINE CREW TABLE		
Crew within 1"	Move	Reaper Bolts
2 models	4"	12
1 model	2"	6
No models	0	0

CREW



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Druchii Sword	1"	1	4+	4+	-	1

DESCRIPTION

A Reaper Bolt Thrower consists of a vicious war machine that can loose deadly volleys of Reaper Bolts at the enemy, and a unit of two Dark Elf Crew armed with Druchii Swords.

ABILITIES

Crewed War Machine: A Reaper Bolt Thrower can only move if its **CREW** are within 1" at the start of the movement phase. If its **CREW** are within 1" of the Reaper Bolt Thrower in the shooting phase, they can fire the war machine. The Reaper Bolt Thrower cannot make charge moves, does not need to take battleshock tests and is unaffected by any attack or ability that uses Bravery. The **CREW** are in cover while they are within 1" of their war machine.

Reaper Bolts: If you make a wound roll of a 6+ for a Reaper Bolt, it inflicts 2 damage instead of 1.

WAR MACHINE

KEYWORDS	ORDER, WAR MACHINE, REAPER BOLT THROWER
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CREW

KEYWORDS	ORDER, AELF, EXILES, CREW
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SORCERESS ON DARK PEGASUS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Barbed Staff	2"	2	3+	3+	-1	D3
Dark Pegasus' Cruel Horns	1"	2	4+	3+	-	1

DESCRIPTION

A Sorceress on Dark Pegasus is a single model. She fights with a Barbed Staff and rides a Dark Pegasus who has Cruel Horns.

FLY

A Sorceress on Dark Pegasus can fly.

ABILITIES

Staff of Dark Power: You can add 1 to casting rolls for this model.

Enchanting Beauty: Subtract 1 from hit rolls that target this model in the combat phase.

MAGIC

A Sorceress on Dark Pegasus is a wizard. She can attempt to cast two different spells in each of your hero phases, and attempt to unbind two spells in each enemy hero phase. She knows the Arcane Bolt, Mystic Shield and Roiling Blackness spells.

ROILING BLACKNESS

Roiling Blackness has a casting value of 7. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them and roll a dice. On a 1 that unit suffers a mortal wound, on a 2 or 3 it suffers D3 mortal wounds, and on a 4+ it suffers D6 mortal wounds.

KEYWORDS

ORDER, AELE, EXILES, HERO, WIZARD, SORCERESS ON DARK PEGASUS

SUBSTITUTE WARSCROLLS

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

Unit	Warscroll
Black Guard of Naggarond.	Black Guard
Cold One Chariots.	Drakespawn Chariots
Cold One Knights	Drakespawn Knights
Dark Elf Assassin.	Assassin
Dark Elf Sorceress	Sorceress
Dreadlord on Cold One	Dreadlord on Drakespawn
Dreadlord on Cold One Chariot.	Drakespawn Chariot
Dreadlord on Dark Pegasus.	Dreadlord on Drakespawn (this model can Fly)
Dreadlord on Dark Steed.	Master with Battle Standard on Dark Steed
Dreadlord on Manticore.	Beastmaster on Manticore
Har Ganeth Executioners.	Executioners
Hellebron.	Death Hag
High Beastmaster on Scourgerunner Chariot ...	Scourgerunner Chariot
High Beastmaster on Manticore.	Beastmaster on Manticore
Kouran Darkhand	Dreadlord
Lokhir Fellheart.	Black Ark Fleetmaster
Malekith (on Cold One)	Dreadlord on Drakespawn
Malekith (on Cold One Chariot).	Drakespawn Chariot
Malekith (on foot)	Dreadlord
Malekith, The Witch King	Dreadlord on Black Dragon
Malus Darkblade	Dreadlord on Drakespawn
Master	Dreadlord
Mengil's Manflayers	Shades
Morathi	Sorceress on Dark Pegasus
Shadowblade.	Assassin
Sorceress on Cold One	Sorceress on Drakespawn
Sorceress on Manticore.	Sorceress on Black Dragon
Supreme Sorceress.	Sorceress
Supreme Sorceress on Dark Pegasus	Sorceress on Dark Pegasus
Supreme Sorceress on Dark Steed.	Sorceress on Drakespawn
Tullaris Dreadbringer.	Dreadlord
Witch Elves.	Witch Aelves

PITCHED BATTLE PROFILES

DARK ELVES	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Reaper Bolt Thrower	1	1	120	Artillery	
Dreadlord	1	1	100	Leader	
Dreadlord on Drakespawn	1	1	100	Leader	
Master with Battle Standard	1	1	80	Leader	
Sorceress on Dark Pegasus	1	1	220	Leader	
Sorceress on Drakespawn	1	1	100	Leader	
Beastmaster on Manticore	1	1	140	Leader, Behemoth	
Shades	5	20	100		