



WOOD ELVES



**WARSCROLLS
COMPENDIUM**

INTRODUCTION

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

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

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

WARSCROLL KEY

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



ARALOTH



MISSILE WEAPONS

Bow of Loren	20"	3	3+	4+	-1	1
Skaryn's Sharp Beak	18"	1	4+	4+	-	1

MELEE WEAPONS

Starlight Spear	2"	4	3+	3+	-1	1
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DESCRIPTION

Araloth is a single model. He is armed with a Starlight Spear and a magical Bow of Loren. He is ever accompanied by his trusted hawk, Skaryn, who can peck out the eyes of Araloth's foes with his Sharp Beak.

ABILITIES

The Eye Thief: If an enemy model suffers any wounds from Skaryn's Sharp Beak and is not slain, Skaryn has pecked out one of its eyes. For the rest of the battle, your opponent must subtract 1 from any hit roll made for the affected model.

Favour of the Goddess: Araloth bears the love and favour of his goddess. You can re-roll any failed save roll for Araloth.

COMMAND ABILITY

Boldest of the Bold: If Araloth uses this ability, then until your next hero phase, **WANDERERS** from your army that are within 18" of him in the battleshock phase may use his Bravery instead of their own. In addition, if you roll a 1 for any of these unit's battleshock tests, that unit can immediately pile in and attack as if it were the combat phase.

KEYWORDS

ORDER, AELF, WANDERER, HERO, GLADELORD, ARALOTH

GLADE CAPTAIN BATTLE STANDARD BEARER



MELEE WEAPONS

Sword of Loren	1"	4	3+	3+	-	1
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DESCRIPTION

A Glade Captain Battle Standard Bearer is a single model. He is armed with a Sword of Loren and carries a magical Banner of Athel Loren, woven by the Mage Queen Ariel herself.

ABILITIES

To Their Dying Breath: Glade Captains have sworn to defend their realm to their dying breath. If a Glade Captain is slain in the combat phase, before removing the model you can immediately make a pile-in

move with the Glade Captain and attack an enemy unit if there is one in range, even if he has already been chosen to attack this phase.

Banner of Athel Loren: A strand of the fey-queen's own hair is woven into this banner, bestowing a portion of her magical protection upon it. Roll a dice each time a **WANDERER** unit from your army that is within 8" of a Banner of Athel Loren suffers a wound or mortal wound from a spell; on a roll of 4 or more the Banner

protects those beneath it and that wound is ignored. In your hero phase, a Glade Captain can plant his Standard. If he does so, you may not move the Glade Captain until your next hero phase, but until then the magical protection afforded by the Banner of Athel Loren extends to affect all **WANDERER** units from your army that are within 18".

KEYWORDS

ORDER, AELF, WANDERER, HERO, TOTEM, GLADE CAPTAIN BATTLE STANDARD BEARER

GLADE LORD



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hunting Falcon's Beak	18"	1	4+	4+	-	1
Bow of Loren	20"	3	3+	4+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Kindred Blade	1"	3	3+	4+	-	1
Starlight Greatblade	1"	3	3+	3+	-1	D3
Starlight Spear	2"	3	3+	3+	-1	1

DESCRIPTION

A Glade Lord is a single model. Some Glade Lords go to war with a magical Bow of Loren and a double-handed Starlight Greatblade that can bisect a warrior with a single swing, while others whirl through their foes with a Kindred Blade in one hand and a Starlight Spear in the other. A few Glade Lords instead unleash killing shots from a Bow of Loren – these extraordinary archers each carry a lethal Hail of Doom Arrow, as well as a small Kindred Blade for defence in melee, and

they are accompanied by a Hunting Falcon which attacks their enemies with its Beak.

ABILITIES

Hail of Doom Arrow: Once per game, a Glade Lord with a Hail of Doom arrow can fire it during your shooting phase. If he does so he makes 3D6 attacks with his Bow of Loren that phase instead of 3.

The Arrow of Kurnous: After set-up is complete, roll a dice if the enemy general is visible to at least one Glade Lord from your army; on a 5 or more that general suffers a mortal wound.

COMMAND ABILITY

Lord of the Deepwood Host: If a Glade Lord uses this ability, then until your next hero phase you can re-roll all hit rolls of 1 for **WANDERER** units from your army that are within 8" of him when they attack.

KEYWORDS

ORDER, AELE, WANDERER, HERO, GLADE LORD

GLADE LORD ON GREAT EAGLE



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bow of Loren	20"	3	3+	4+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Glade Lord's Spirit Blade	1"	4	3+	3+	-1	2
Great Eagle's Beak and Talons	2"	4	4+	3+	-	1

DESCRIPTION

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

FLY

A Glade Lord on Great Eagle can fly.

ABILITIES

Death from the Skies: A Glade Lord on Great Eagle makes 6 Attacks with its Beak and Talons rather than 4 if it charged this turn.

COMMAND ABILITY

Lord of the Sky Hunt: If a Glade Lord on Great Eagle uses this ability, select a **WANDERER** unit within 16". You can add 2 to that unit's charge roll in your next charge phase. If you picked a unit of **WARHAWK RIDERS**, you can add 4 to that unit's charge roll in your next charge phase instead.

KEYWORDS

ORDER, AELE, GREAT EAGLE, WANDERER, HERO, GLADE LORD

GLADE LORD ON GREAT STAG



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

DESCRIPTION

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

ABILITIES

Impaling Charge: A Great Stag's Mighty Antlers inflict double damage if this model charged this turn.

COMMAND ABILITY

Lord of the Wild Hunt: If a Glade Lord on Great Stag uses this ability, select a **WANDERER** unit within 16". You can add 2 to that unit's charge roll in your next charge phase. If you picked a unit of **WILD RIDERS**, you can add 4 to that unit's charge roll in your next charge phase instead.

KEYWORDS

ORDER, AELF, WANDERER, HERO, GLADE LORD

GLADE LORD ON FOREST DRAGON



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

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

DESCRIPTION

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

FLY

A Glade Lord on Forest Dragon can fly.

ABILITIES

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

Kindred Shield: You can re-roll failed save rolls for a Glade Lord on Forest Dragon.

COMMAND ABILITY

Highborn Lord: If a Glade Lord on Forest Dragon uses this ability, select a **WANDERER** unit within 16". You can re-roll all hit rolls of 1 and wound rolls of 1 for that unit until your next hero phase.

KEYWORDS

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

MOUNTED GLADE LORD



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

DESCRIPTION

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

ABILITIES

Hunter's Strike: A Starlight Hunting Spear inflicts D3 Damage instead of 1 if the Mounted Glade Lord charged that turn.

Kindred Shield: You can re-roll failed save rolls for a Mounted Glade Lord.

COMMAND ABILITY

Lord of the Hunt: If a Mounted Glade Lord uses this ability, select a **WANDERER** unit within 16". You can add 2 to that unit's charge roll in your next charge phase. If you picked a unit of **GLADE RIDERS**, you can add 4 to that unit's charge roll in your next charge phase instead.

KEYWORDS

ORDER, AELE, WANDERER, HERO, GLADE LORD

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
Spear of Kurnous	3"	4	3+	3+	-2	3

DESCRIPTION

Orion, King in the Woods is a single model. He is armed with his great bow – Hawk's Talon – and hurls the Spear of Kurnous, which returns to his hand so he can wield it in combat. Orion also wears the Cloak of Isha and bears the Horn of the Wild Hunt.

ABILITIES

Cloak of Isha: Orion heals 1 wound in each of your hero phases. In addition, Orion can attempt to unbind one spell in each enemy hero phase as if he were a wizard.

Horn of the Wild Hunt: You may re-roll the dice when determining the charge distance for Orion and any other unit of **WANDERERS** that is within 8" of him at the start of the Charge phase.

COMMAND ABILITY

King in the Woods: If Orion uses this ability, then until your next hero phase you can re-roll wound rolls of 1 for **WANDERER** units from your army that are within 16" of Orion when they attack in the combat phase.

KEYWORDS

ORDER, AELE, WANDERER, HERO, MONSTER, ORION

HUNTING HOUNDS



MELEE WEAPONS

Savage Teeth

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

DESCRIPTION

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

ABILITIES

Hounds of the Wild Hunt: Hunting Hounds make 3 attacks instead of 2 if they are within 6" of **ORION** when they attack in the combat phase.

MAGIC

WANDERER WIZARDS know the Summon Hounds spell in addition to any others they know. **ORION** can also attempt to cast this spell once in each of your hero phases as if he were a wizard.

SUMMON HOUNDS

Summon Hounds has a casting value of 5. If successfully cast, you can set up a unit of up to 5 Hunting Hounds anywhere within 8" of the summoner. This unit is added to your army, but cannot move in your next movement phase.

KEYWORDS

ORDER, HUNTING HOUNDS

WILD RIDERS



MELEE WEAPONS

Hunting Spear

Steed's Horns and Hooves

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

DESCRIPTION

A unit of Wild Riders has 5 or more models. Wild Riders ride down their foes with Hunting Spears. They ride Steeds of Kurnous that lash out with their Horns and Hooves.

WILD HUNTER

The leader of this unit is a Wild Hunter. A Wild Hunter makes 3 attacks rather than 2 with his Hunting Spear.

STANDARD BEARER

Models in this unit may be Standard Bearers. If the unit includes any Standard Bearers, add 1 to the Bravery of its models. Add 2 their Bravery instead if the unit is in cover.

HORNBLOWER

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

ABILITIES

Call of the Wild Hunt: Wild Riders do not need to take battleshock tests if they are within 18" of **ORION**.

Fury of Kurnous: Wild Riders can run and charge in the same turn. You can add 1 to any wound roll made for a Wild Rider's Hunting Spear if it charged during the same turn.

KEYWORDS

ORDER, AELE, WANDERER, WILD RIDERS

THE SISTERS OF TWILIGHT ON FOREST DRAGON



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
Sisters' Twilight Spears	2"	6	3+	4+	-1	1
Dragon's Gaping Maw	2"	2	4+	✱	-2	D6
Dragon's Dagger-like Talons	2"	✱	4+	3+	-1	2

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

DESCRIPTION

The Sisters of Twilight on Forest Dragon are a single model. The model consists of the twin Sisters, Naestra and Araham, and their hot-headed Forest Dragon steed, Ceithin-Har. Each sister wields a Twilight Spear. Naestra looses arrows with her bow – the Talon of Dawn – whilst Araham does so with the Talon of Dusk. Ceithin-Har savages his foes with his Gaping Maw and Dagger-like Talons. Ceithin-Har can also belch a Soporific Breath that slows and befuddles the foe.

FLY

The Sisters of Twilight on Forest Dragon can fly.

ABILITIES

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

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

Talon of Dawn: You can add 1 to the wound roll when attacking with the Talon of Dawn if the target follows **CHAOS**.

Talon of Dusk: You can add 1 to the wound roll when attacking with the Talon of Dawn if the target follows **ORDER**.

Conjoined Destiny: Roll a dice in each of your hero phases. If the result is odd, nothing happens, but if it is even, this model heals a number of wounds equal to the dice result.

KEYWORDS

ORDER, AELE, DRAGON, WANDERER, HERO, MONSTER, SISTERS OF TWILIGHT

SPELLWEAVER



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Blows of Mystic Power	1"	3	4+	3+	-	1
Heartwood Staff	2"	1	4+	3+	-1	D3
Steed's Stamping Hooves	1"	2	4+	5+	-	1

DESCRIPTION

A Spellweaver is a single model. Some Spellweavers carry a Heartwood Staff, while others strike with Blows of Mystic Power.

PUREBRED STEED

Some Spellweavers ride to battle on Purebred Steeds; they have Move 14" instead of 6" and gain the Steed's Stamping Hooves attack.

ABILITIES

Ancient Blessings: Once per game, this model can call upon these blessings when attempting to unbind a spell. When it does so, that attempt is automatically successful.

MAGIC

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

BLESSING OF LIFE

The Spellweaver speaks in the tongue of ancient days, restoring life to the fallen. Blessing of Life has a casting value of 5. If successfully cast, select a **WANDERERS** unit within 16". You can return D3 slain models to that unit.

KEYWORDS

ORDER, AELE, WANDERER, HERO, WIZARD, SPELLWEAVER

SHADOWDANCER



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

DESCRIPTION

A Shadowdancer is a single model. A Shadowdancer fights with a Weaving Blade in one hand and a War Stave in the other.

ABILITIES

Talismanic Tattoos: Roll a dice each time a Shadowdancer suffers a wound or mortal wound. On a 6, that blow has been deflected by the magics of the Shadowdancer's talismanic tattoos and the wound or mortal wound is ignored.

Shadow Dance of Loec: At the start of your hero phase, a Shadowdancer can perform one of the shadow dances of Loec. The same dance cannot be performed by the same Shadowdancer in consecutive battle rounds, and the effects of each dance last until your next hero phase:

Whirling Death: This model's Weaving Blade wounds on rolls of 3+, instead of 4+ and has a Rend of -1 instead of '-2'.

Storm of Blades: This model makes 4 Attacks with its Weaving Blade instead of 2.

The Shadow's Coil: This model's Save is 4+ rather than 6+.

MAGIC

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

BRIDGE OF SHADOWS

Bridge of Shadows has a casting value of 5+. If successfully cast, pick a **WANDERER** unit from your army within 18". The unit you picked can double the distance it can move and gains the ability to fly for the duration of its next Movement phase.

KEYWORDS

ORDER, AELE, WANDERER, HERO, WIZARD, SHADOWDANCER

WARDANCERS



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

DESCRIPTION

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

DRUMMER

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

BLADESINGER

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

ABILITIES

Shadow Dance of Loec: At the start of your hero phase, this unit can perform one of the shadow dances of Loec. The same dance cannot be performed by the same unit in consecutive battle rounds, and the effects of each dance last until your next hero phase:

Whirling Death: The Wardancers' Weaving Blades wound on rolls of 3+, instead of 4+ and have a Rend of -1 instead of '-'.
Storm of Blades: The Wardancers make 3 Attacks with their Weaving Blades instead of 2.
The Shadow's Coil: The Wardancers' Save is 4+ rather than 6+.

Talismanic Tattoos: Roll a dice each time a Wardancer suffers a wound or mortal wound. On a 6, that blow has been deflected by the magics of the Wardancer's talismanic tattoos and the wound or mortal wound is ignored.

KEYWORDS

ORDER, AELE, WANDERER, WARDANCERS

WAYWATCHER LORD



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Waystalker Bow	20"	3	3+	3+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Waystalker Blade	1"	3	3+	4+	-	1

DESCRIPTION

A Waywatcher Lord is a single model. Such is his skill with his Waystalker Bow that he can fire either Fast Shots or Precise Shots to deadly effect. He also carries a Waystalker Blade with which to finish off his prey.

ABILITIES

Invisible Hunter: Your opponent subtracts 1 from any hit rolls that target a Waywatcher Lord in the shooting phase if this model is in cover.

Hawk-eyed Archer: When a Waywatcher Lord shoots his Waystalker Bow, he can choose to make either Fast Shots or Precise Shots (he cannot make Fast and Precise Shots in the same shooting phase):

Fast Shots: A Waywatcher Lord firing Fast Shots makes one extra attack with his Waystalker Bow. In addition, each time you roll a hit roll of 6 or more for this model when making a Fast Shot, it can make one additional attack with its bow.

Precise Shots: A Waywatcher Lord firing Precise Shots inflicts double damage with its Waystalker Bow. In addition, each time you roll a wound roll of 6 or more for this model when making Precise Shots, that shot is resolved with a Rend of -2 instead of '-'.
Solitary Marksman: Add 1 to hit rolls made for a Waywatcher Lord's shooting attacks if it did not move in its preceding movement phase and it is targeting a **HERO** or a **MONSTER**.

KEYWORDS

ORDER, AELE, WANDERER, HERO, WAYWATCHER LORD

WAYWATCHERS



MISSILE WEAPONS

Asrai Longbow

Range Attacks To Hit To Wound Rend Damage

20"

1

3+

4+

-

1

MELEE WEAPONS

Glade Knives

Range Attacks To Hit To Wound Rend Damage

1"

2

4+

5+

-

1

DESCRIPTION

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

WAYWATCHER SENTINEL

The leader of this unit is a Waywatcher Sentinel. A Waywatcher Sentinel makes 2 attacks with an Asrai Longbow rather than 1.

ABILITIES

Hawk-eyed Archer: When a Waywatcher shoots its Asrai Longbow, it can choose to make either Fast Shots or a Precise Shot (a Waywatcher cannot make Fast and Precise Shots in the same shooting phase):

Fast Shots: A Waywatcher firing Fast Shots makes one extra attack with its Asrai Longbow. In addition, each time you roll a hit roll of 6 or more for a Waywatcher making a Fast Shot, it can make one additional attack with its Longbow.

Precise Shot: A Waywatcher firing a Precise Shot inflicts double damage with its Asrai Longbow. In addition, each time you roll a wound roll of 6 or more for a Waywatcher making a Precise shot, that shot is resolved with a Rend of -2 instead of '-'.

Invisible Hunter: Your opponent subtracts 1 from any hit rolls that target Waywatchers in the shooting phase if this unit is in cover.

KEYWORDS

ORDER, AELF, WANDERER, WAYWATCHERS

GLADE GUARD



MISSILE WEAPONS

Asrai Longbow

Range Attacks To Hit To Wound Rend Damage

20"

1

4+

4+

-

1

MELEE WEAPONS

Glade Blade

Range Attacks To Hit To Wound Rend Damage

1"

1

5+

5+

-

1

DESCRIPTION

A unit of Glade Guard has 10 or more models. They are armed with Glade Blades and loose deadly volleys of arrows from their Asrai Longbows.

LORD'S BOWMAN

The leader of this unit is the Lord's Bowman. A Lord's Bowman makes 2 attacks rather than 1 with his Asrai Longbow.

PENNANT BEARER

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

HORNBLOWER

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

ABILITIES

Asrai Archery: You can add 1 to all hit rolls made for a unit of Glade Guard in the Shooting phase if it has 20 or more models and there are no enemy models within 3".

Arcane Bodkins: Once per game, this unit can fire enchanted arrows called arcane bodkins in your shooting phase instead of their normal arrows. If they do, the Rend of their Asrai Longbows is -3 until the end of that phase.

KEYWORDS

ORDER, AELF, WANDERER, GLADE GUARD

GLADE RIDERS



MISSILE WEAPONS

Asrai Longbow

Range	Attacks	To Hit	To Wound	Rend	Damage
20"	2	4+	4+	-	1

MELEE WEAPONS

Asrai Spear

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

Steed's Stamping Hooves

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	2	4+	5+	-	1

DESCRIPTION

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

GLADE KNIGHT

The leader of this unit is a Glade Knight. A Glade Knight makes 2 attacks with his Asrai Spear instead of 1.

PENNANT BEARER

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

HORNBLOWER

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

ABILITIES

Fire on the Move: Glade Riders can run and shoot in the same turn.

KEYWORDS

ORDER, AELF, WANDERER, GLADE RIDERS

ETERNAL GUARD



MELEE WEAPONS

Asrai Spear-stave

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

DESCRIPTION

A unit of Eternal Guard has 10 or more models. They fight with long and elegant Asrai Spear-staves. Some units of Eternal Guard also carry Glade Shields.

ETERNAL WARDEN

The leader of this unit is the Eternal Warden. An Eternal Warden makes 2 attacks rather than 1.

STANDARD BEARER

Models in this unit may be Standard Bearers. If the unit includes any Standard Bearers, add 1 to the Bravery of its models. Add 2 their Bravery instead if the unit is in cover.

HORNBLOWER

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

ABILITIES

Fortress of Boughs: In your hero phase, this unit can form a fortress of boughs. If it does so, it cannot move until your next hero phase, but until then you can add 1 to all hit rolls, wound rolls and save rolls made for models in this unit.

Glade Shields: You can re-roll failed save rolls of 1 for a unit with Glade Shields. You can re-roll failed save rolls of 1 or 2 instead if a unit with Glade Shields is in cover.

KEYWORDS

ORDER, AELF, WANDERER, ETERNAL GUARD

WILDWOOD RANGERS



MELEE WEAPONS

Ranger's Draich

Range

2"

Attacks

2

To Hit

3+

To Wound

3+

Rend

-1

Damage

1

DESCRIPTION

A unit of Wildwood Rangers has 5 or more models. They fight with elegantly-crafted Rangers' Draichs.

WILDWOOD WARDEN

The leader of this unit is a Wildwood Warden. A Wildwood Warden makes 3 attacks rather than 2.

STANDARD BEARER

Models in this unit may be Standard Bearers. If the unit includes any Standard Bearers, add 1 to the Bravery of its models. Add 2 their Bravery instead if the unit is in cover.

HORNBLOWER

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

ABILITIES

Guardians of the Wildwood: The Wildwood Rangers have had cause to master the art of hunting monstrous creatures that prowl their domain. Rangers' Draichs inflict D3 Damage on **MONSTERS** instead of 1.

KEYWORDS

ORDER, AELF, WANDERER, WILDWOOD RANGERS

WARHAWK RIDERS



MISSILE WEAPONS

Asrai Longbow

Range

20"

Attacks

2

To Hit

4+

To Wound

4+

Rend

-

Damage

1

MELEE WEAPONS

Asrai Hunting Spear

Range

2"

Attacks

1

To Hit

4+

To Wound

4+

Rend

-

Damage

1

Warhawk's Beak and Talons

2"

2

4+

4+

-

1

DESCRIPTION

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

FLY

Warhawk Riders can fly.

ABILITIES

Predator's Descent: You can add 1 to all wound rolls made by a Warhawk Rider in the combat phase if it charged during the same turn.

Swift of Wing: When this unit runs, add 6" to its Move rather than rolling a dice.

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

KEYWORDS

ORDER, AELF, WANDERER, WARHAWK RIDERS

SISTERS OF THE THORN



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Blackbriar Javelin	9"	2	4+	4+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Deepwood Coven Staff	2"	1	4+	4+	-	1
Steeds' Antlers and Thrashing Hooves	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Sisters of the Thorn has 5 or more models. They carry Deepwood Coven Staffs and hurl Blackbriar Javelins from the backs of their Steeds of Isha. These graceful creatures lash out with their Antlers and Thrashing Hooves.

HANDMAIDEN OF THE THORN

The leader of this unit is the Handmaiden of the Thorn. A Handmaiden of the Thorn makes 2 attacks with her Deepwood Coven Staff rather than 1.

HORNBLOWER

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

STANDARD BEARER

Models in this unit may be Standard Bearers. If the unit includes any Standard Bearers, add 1 to the Bravery of its models. Add 2 their Bravery instead if the unit is in cover.

MAGIC

A unit of Sisters of the Thorn can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. You can add 1 to any casting or unbinding rolls made for this unit if it includes 10 or more models. Sisters of the Thorn know the Arcane Bolt, Mystic Shield and Shield of Thorns spells.

SHIELD OF THORNS

The Sisters cause crawling brambles to burst from the ground and form a living barrier around their allies. Shield of Thorns has a casting value of 6. If successfully cast, pick a unit within 18". You can re-roll failed save rolls for that unit until your next hero phase. In addition, each time you make a successful save roll of a 6 or more for that unit in the combat phase, the attacking unit suffers a mortal wound after all its attacks have been made.

KEYWORDS

ORDER, AELF, WANDERER, WIZARD, SISTERS OF THE THORN

GREAT EAGLES



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

DESCRIPTION

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

FLY

Great Eagles can fly.

ABILITIES

Death from the Skies: A Great Eagle makes 6 Attacks rather than 4 if it charged this turn.

Soar Away: At the end of the combat phase, Great Eagles can retreat from close combat and soar away if there are any enemy models within 3" of their unit. If they do, roll three dice; the total scored is how far you can move the Great Eagles when they retreat. The Great Eagles must end this movement more than 3" from any enemy units – if they can't move far enough then they do not retreat.

KEYWORDS

ORDER, GREAT EAGLES

BRANCHWRAITH



MELEE WEAPONS

Piercing Talons

Range

2"

Attacks

3

To Hit

4+

To Wound

4+

Rend

-1

Damage

1

DESCRIPTION

A Branchwraith is a single model. It is armed with vicious Piercing Talons.

ABILITIES

Blessings of the Forest: Subtract 1 from all hit rolls made against this unit if it is within 3" of a **SYLVANETH WYLDWOOD**.

MAGIC

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

ROUSED TO WRATH

Roused to Wrath has a casting value of 7. If successfully cast, set up a unit of 2D6 Dryads more than 3" from the enemy, and fully within a **SYLVANETH WYLDWOOD** that is within 12" of the caster.

KEYWORDS

ORDER, SYLVANETH, HERO, WIZARD, BRANCHWRAITH

DRYADS



MELEE WEAPONS

Wracking Talons

Range

2"

Attacks

2

To Hit

4+

To Wound

4+

Rend

-

Damage

1

DESCRIPTION

A unit of Dryads has 5 or more models. They are armed with vicious Wracking Talons.

BRANCH NYMPH

The leader of this unit is a Branch Nymph. A Branch Nymph makes 3 attacks rather than 2.

ABILITIES

Blessings of the Forest: Subtract 1 from all hit rolls made against this unit if it is within 3" of a **SYLVANETH WYLDWOOD**.

Enrapturing Song: In your own combat phase, you can enrapture one enemy unit that is within 3" of this unit. Add 1 to the hit rolls for attacks made by this unit against the enraptured unit in that combat phase.

Impenetrable Thicket: When Dryads gather in great numbers their many twisting limbs and branches form an interlocking shield of thorns that protects them against the enemy's blows. You can add 1 to the result of save rolls for this unit if it includes at least 12 models.

KEYWORDS

ORDER, SYLVANETH, DRYADS

TREE KIN



MELEE WEAPONS
Bludgeoning Branches

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

DESCRIPTION

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

ABILITIES

Roused to War: You can re-roll hit rolls of 1 for Tree Kin if their unit is within 18" of a **SYLVANETH HERO**.

MAGIC

SYLVANETH WIZARDS know the Regrowth spell in addition to any other spell they know whilst there are any Tree Kin on the battlefield.

REGROWTH

The mystic energies of life magic course through the Sylvaneth, causing cracked bark to heal and broken branches to grow anew. Regrowth has a casting value of 5. If successfully cast, select a Tree Kin model within 18". That model heals D3 wounds.

KEYWORDS

ORDER, SYLVANETH, TREE KIN

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	✱
Massive Impaling Talons	1"	1	3+	✱	-2	1

DAMAGE TABLE			
Wounds Suffered	Lamentations of Despair	Elder Wrath Sword	Massive Impaling Talons
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 single model. He is armed with Massive Impaling Talons, and can also attack with his Elder Wrath Sword. Durthu can also unleash Lamentations of Despair upon the foe, loosing a swarm of ethereal spite-creatures that are manifestations of Durthu's endless sorrow.

ABILITIES

Groundshaking Stomp: At the start of the combat phase Durthu stomps the ground; roll a dice for each enemy unit within 3" of this model. On a roll of 4 or more that unit is knocked off their feet by the impact and must subtract 1 from all hit rolls in that combat phase as they regain their footing.

Impale: If Durthu's Massive Impaling Talons inflict a wound on an enemy model, roll a dice and subtract 1 from the roll. If the result equals or exceeds the number of wounds the enemy model has remaining, it is slain.

Spirit Paths: If Durthu is within 3" of a **SYLVANETH WYLDWOOD** at the start of your movement phase, he can travel along the spirit paths. If he does so, remove Durthu from the battlefield, and then set him up within 3" of a different **SYLVANETH WYLDWOOD**, more than 9" from any enemy models. This is his move for the movement phase.

Elder Wrath Sword: Durthu makes an extra D3 attacks with the Elder Wrath Sword if he is within 3" of a **SYLVANETH WYLDWOOD** when he attacks in the combat phase.

COMMAND ABILITY

Tree Singing: If Durthu uses this ability, then you can summon one **SYLVANETH WYLDWOOD** to the battlefield. Set up the summoned Wyldwood anywhere on the battlefield that is within 30" of this model and more than 6" from any other model.

KEYWORDS

ORDER, SYLVANETH, HERO, MONSTER, DURTHU

TREEMAN



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Strangleroots	12"	5	✱	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sweeping Blows	3"	✱	3+	3+	-1	D6
Massive Impaling Talons	1"	1	3+	✱	-2	1

DAMAGE TABLE			
Wounds Suffered	Strangleroots	Sweeping Blows	Massive Impaling Talons
0-2	2+	4	2+
3-4	3+	3	2+
5-7	4+	2	3+
8-9	5+	2	3+
10+	6+	1	4+

DESCRIPTION

A Treeman is a single model. Treemen are armed with Massive Impaling Talons, and can also attack with huge Sweeping Blows, or from afar with writhing Strangleroots.

ABILITIES

Impale: If a Treeman's Massive Impaling Talons inflict a wound on an enemy model, roll a dice and subtract 1 from the roll. If the result equals or exceeds the number of wounds the enemy model has remaining, it is slain.

Groundshaking Stomp: At the start of the combat phase the Treeman stomps the ground; roll a dice for each enemy unit within 3" of this model. On a roll of 4 or more that unit is knocked off their feet by the impact and must subtract 1 from all hit rolls in that combat phase as they regain their footing.

Spirit Paths: If a Treeman is within 3" of a **SYLVANETH WYLDWOOD** at the start of your movement phase it can travel along the spirit paths. If it does so, remove the Treeman from the battlefield, and then set it up within 3" of a different **SYLVANETH WYLDWOOD**, more than 9" from any enemy models. This is its move for the movement phase.

KEYWORDS

ORDER, SYLVANETH, MONSTER, TREEMAN

TREEMAN ANCIENT



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Doom Tendril Staff	18"	1	✱	3+	-1	D6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sweeping Blows	3"	✱	3+	3+	-1	D6
Massive Impaling Talons	1"	1	3+	✱	-2	1

	DAMAGE TABLE		
Wounds Suffered	Doom Tendril Staff	Sweeping Blows	Massive Impaling Talons
0-2	2+	3	2+
3-4	3+	2	2+
5-7	4+	2	3+
8-9	5+	1	3+
10+	6+	1	4+

DESCRIPTION

A Treeman Ancient is a single model. A Treeman Ancient is armed with Massive Impaling Talons, and can also attack with huge Sweeping Blows, or from afar with its Doom Tendril Staff.

ABILITIES

Groundshaking Stomp: At the start of the combat phase the Treeman Ancient stomps the ground; roll a dice for each enemy unit within 3" of this model. On a roll of 4 or more that unit is knocked off their feet by the impact and must subtract 1 from all hit rolls in that combat phase as they regain their footing.

Impale: If a Treeman Ancient's Massive Impaling Talons inflict a wound on an enemy model, roll a dice and subtract 1 from the roll. If the result equals or exceeds the number of wounds the enemy model has remaining, it is slain.

Spirit Paths: If a Treeman Ancient is within 3" of a **SYLVANETH WYLDWOOD** at the start of your movement phase it can travel along the spirit paths. If it does so, remove the Treeman Ancient from the battlefield, and then set it up within 3" of a different **SYLVANETH WYLDWOOD**, more than 9" from any enemy models. This is its move for the movement phase.

MAGIC

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

AWAKENING THE WOOD

Awakening the Wood has a casting value of 6. If successfully cast, pick a **SYLVANETH WYLDWOOD** that is within 24" of the caster. Each enemy unit within 3" of this **SYLVANETH WYLDWOOD** suffers D3 mortal wounds as the trees come to life and attack with twisted branches and thorny boughs.

KEYWORDS

ORDER, SYLVANETH, MONSTER, WIZARD, TREEMAN ANCIENT

SYLVANETH WYLDWOOD

DESCRIPTION

A Sylvaneth Wyldwood is a terrain feature consisting of two or more Citadel Woods. For the denizens of the forests they are places of shelter and respite. However, the spirits within the trees are easily angered by other creatures that trespass their boundaries, and magical power is guaranteed to drive the Wyldwood into a fury.

SCENERY RULES

The following scenery rules are used for these models (do not roll on the Scenery Table on the *Warhammer Age of Sigmar* rules sheet).

Wyldwood: Roll a dice for each model that makes a run or charge move across, or finishing on, a Sylvaneth Wyldwood. On a roll of 1 the model is slain. Do not roll for models that have the **SYLVANETH**, **MONSTER**, or **HERO** keywords.

Roused By Magic: Roll a dice whenever a spell is successfully cast within 6" of a Sylvaneth Wyldwood (even if it is unbound). On a roll of 5 or more the forest is roused by the magical energy and attacks. If this happens, all units within 1" of the Sylvaneth Wyldwood suffer D3 mortal wounds. **SYLVANETH** units are not attacked if a Wyldwood is roused in this way.

KEYWORDS

SCENERY, SYLVANETH WYLDWOOD

WOOD ELVES

GUARDIANS OF THE DEEPWOOD

ORGANISATION

The Guardians of the Deepwood consists of the following units and pieces of scenery:

- 3 Treemen and/or Treeman Ancients
- 2 units of Dryads
- 2 Sylvaneth Wyldwoods

ABILITIES

Forest Spirits: Instead of setting up a Treeman, Treeman Ancient or unit of Dryads from this battalion on the battlefield, you can place it to one side and say that it is set up as part of your army in the hidden sanctuaries. In any of your movement phases, you can transport the unit to the battlefield. When you do, set it up so that all models are within 3" of a **SYLVANETH WYLDWOOD** and more than 9" from any enemy models. This is their move for that movement phase.

Sacred Groves: This battalion's Sylvaneth Wyldwoods are set up on the battlefield after all other scenery pieces are set up, but before the battle begins and either side sets up their armies. You can place them anywhere on the battlefield.

WOOD ELVES

WANDERER HOST

ORGANISATION

A Wanderer Host consists of the following units and pieces of scenery:

- 1 Glade Lord
- 1 Spellweaver
- 2 units of Glade Guard
- 1 unit of Glade Riders
- 1 unit of Eternal Guard
- 1 unit of Wardancers, Waywatchers or Wildwood Rangers

ABILITIES

Realm Wanderer: Wanderer Hosts have travelled the realms for countless years, and know many hidden paths. Instead of setting up the units in a Wanderer Host on the battlefield, you can place them to one side. In your first movement phase, set up all of these units wholly within 6" of the edges of the battlefield, and more than 9" from any enemy models. This is the unit's move for that movement phase.

Sure-footed Stalkers: The warriors of a Wanderer Host are experts at reading the dangers of their surroundings and instinctively avoid such perils. If a model from this battalion would be slain as the result of a scenery rule, roll a dice. On a roll of 4 or more, the model deftly avoids harm and is not slain.

SUBSTITUTE WARSCROLLS

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

Unit	Warscroll
Ariel	Spellweaver
Deepwood Scouts.....	Glade Guard
Drycha.....	Branchwraith
Glade Captain.....	Glade Lord
Sisters of Twilight on Gwindalor	Glade Lord on Great Eagle with Bow of Loren
Spellsinger.....	Spellweaver
Spellweaver on Unicorn	Spellweaver on Purebred Steed
Spellweaver on Great Eagle	Glade Lord on Great Eagle
Waystalker	Waywatcher Lord
Wood Elf Chariot.....	Tiranoc Chariot (see the High Elves Compendium)