



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.
- 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.



MALEKITH, THE WITCH KING



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Destroyer	1"	3	3+	3+	-1	3
Seraphon's Claws	2"	☼	4+	3+	-1	2
Seraphon's Fearsome Jaws	3"	3	3+	☼	-2	D6

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

DESCRIPTION

Malekith the Witch King is a single model. He is armed with the Destroyer, a fell blade that was forged by Malekith's own hand. He wears the Armour of Midnight, which protects him from mortal harm, and he bears the Circlet of Iron upon his brow. Malekith rides the black dragon Seraphon, a mighty beast which has slain kings and beggars alike with her Fearsome Jaws and Claws.

FLY

Malekith the Witch King can fly.

ABILITIES

Amour of Midnight: Halve any wounds or mortal wounds inflicted on Malekith (rounding up).

Noxious Breath: In your shooting phase, Seraphon can exhale a cloud of noxious gas. If she does so, pick a target unit that is visible and roll one dice for each model in that unit that is within 6". For each roll of 6, that unit suffers a mortal wound.

COMMAND ABILITY

Absolute Power: If Malekith the Witch King uses this ability, **EXILES** units from your army do not need to take battleshock tests if they are within 20" of him in the battleshock phase.

MAGIC

Malekith is a wizard. He can attempt to cast two different spells in each of your own hero phases, and attempt to unbind two spells in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Soul Stealer spells.

SOUL STEALER

Tendrils of shadow writhe from the Witch King's fingers, draining the life-force of his victims and renewing his own vigour. Soul Stealer has a casting value of 6. If successfully cast, pick a visible unit within 14". That unit suffers D3 mortal wounds. Malekith heals one wound for each mortal wound inflicted by this spell.

KEYWORDS

ORDER, AELF, DRAGON, EXILES, HERO, WIZARD, MONSTER, MALEKITH

MALUS DARKBLADE



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Warpsword of Khaine	2"	3	3+	3+	-1	D3
Spite's Ferocious Jaws	1"	3	3+	4+	-	1

DESCRIPTION

Malus Darkblade is a single model. He is armed with the Warpsword of Khaine and within him resides the Daemon Tz'arkan. Malus rides upon Spite, a notoriously aggressive Cold One who attacks with his Ferocious Jaws.

ABILITIES

Tz'arkan: In your hero phase, Malus Darkblade can release the power of Tz'arkan. If he does, then until your next hero phase he makes 6 attacks with the Warpsword of Khaine instead of 3. However, whilst Tz'arkan is released, each time you make a hit roll of 1 for the Warpsword of Khaine and any units from your army are within 2" of Malus Darkblade, one of those units suffers D3 mortal wounds as Tz'arkan lashes out in a blind fury.

COMMAND ABILITY

The Tyrant of Hag Graef: If Malus Darkblade uses this ability, then until your next hero phase you can re-roll battleshock tests for **EXILES** units from your army that are within 14" of him in the battleshock phase.

KEYWORDS

ORDER, AELF, EXILES, HERO, DREADLORD, MALUS DARKBLADE

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 any **EXILES** from your army flee whilst within 3" of a Dreadlord they are ruthlessly cut apart, flayed or otherwise murdered as an example to those who would disappoint him. If this happens, other **EXILES** units from your army do not need to take battleshock tests in the same phase if they are within 14" of your Dreadlord.

Tyrant Shield: You can re-roll failed save rolls for a Dreadlord with a Tyrant Shield.

Exile Blades: A Dreadlord with two blades is a whirlwind of death few can escape from. You can re-roll hit rolls of 1 for a Dreadlord equipped with two Exile Blades.

COMMAND ABILITY

Cruel Tyrant: If a Dreadlord uses this ability, select an **EXILES** unit within 14". Until your next hero phase you can re-roll all failed wound rolls for that unit in the combat phase.

KEYWORDS

ORDER, AELF, EXILES, HERO, DREADLORD

DREADLORD ON BLACK DRAGON



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Repeater Crossbow	16"	4	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Exile Blade	1"	6	3+	4+	-	1
Lance of Spite	2"	3	3+	3+	-1	1
Black Dragon's Claws	2"	✱	4+	3+	-1	2
Black Dragon's Fearsome Jaws	3"	3	4+	✱	-2	D6

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

DESCRIPTION

A Dreadlord on Black Dragon is a single model. Many Dreadlords go to war armed with an Exile Blade and a Tyrant Shield, while others fight with a Lance of Spite and a Tyrant Shield. Some Dreadlords care not for the protection afforded by a shield and wield a Repeater Crossbow alongside their Exile Blade or a Lance of Spite, to shoot their prey from afar. Some particularly bloodthirsty Dreadlords wield an Exile Blade in each hand, the better to shed the blood of their foes.

The Dreadlord's Black Dragon can rend foes apart with its Claws and swallow men whole in its Fearsome Jaws. Black Dragons can also exhale a deadly Noxious Breath to poison and choke their prey.

FLY

A Dreadlord on Black Dragon can fly.

ABILITIES

Noxious Breath: In your shooting phase, a Black Dragon can belch forth a cloud of noxious gas. If it does so, pick a target unit that is visible and roll one dice for each model in that unit that is within 6". For each roll of 6, that unit suffers a mortal wound.

Tyrant Shield: You can re-roll failed save rolls for a Dreadlord with a Tyrant Shield.

Exile Blades: A Dreadlord can more easily land a killing blow when equipped with two swords. If a Dreadlord has two Exile Blades you can re-roll hit rolls of 1 when he attacks with them.

Lance of Spite: A Lance of Spite inflicts 2 Damage instead of 1 if the Dreadlord charged that turn.

COMMAND ABILITY

Do Not Disappoint Me: If a Dreadlord on Black Dragon uses this ability, pick an **EXILES** unit from your army within 12". You can re-roll hit rolls of 1 for that unit until your next hero phase. Furthermore, before that unit takes a battleshock test, roll four dice. If the total result is greater than the distance in inches between that unit and the Dreadlord, it does not need to take the battleshock test.

KEYWORDS

ORDER, AELF, DRAGON, EXILES, HERO, MONSTER, DREADLORD

DREADLORD ON COLD ONE



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

DESCRIPTION

A Dreadlord on Cold One is a single model. He is armed with a Hydra Blade and carries a Tyrant Shield. He rides a Cold One that is equipped with bladed barding, and which attacks with its Ferocious Jaws.

ABILITIES

Tyrant Shield: You can re-roll failed save rolls for a Dreadlord with a Tyrant Shield.

Bladed Barding: Whenever a Dreadlord on a Cold One completes a charge move select an enemy model within 1" and roll a dice; on a 4 or more that model's unit suffers a mortal wound.

COMMAND ABILITY

Single-minded Hunting Beasts: If a Dreadlord on a Cold One uses this ability, select a unit of **COLD ONE KNIGHTS** or **COLD ONE CHARIOTS** within 14". Until your next hero phase you can re-roll any of the dice when determining that unit's charge distance and add 1 to wound rolls for that unit's Ferocious Jaws.

KEYWORDS

ORDER, AELF, EXILES, HERO, DREADLORD

DARK ELF SORCERESS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Witchstaff	2"	1	4+	3+	-1	D3

DESCRIPTION

A Dark Elf Sorceress is a single model. A Dark Elf Sorceress carries a Witchstaff and a dagger which she can use to sacrifice her allies and boost her magical powers.

ABILITIES

Blood Sacrifice: In your hero phase, the Sorceress can sacrifice an **EXILES** model from your army within 3". If she does, that model is slain but you can then add 2 to all casting rolls for that Sorceress until the end of the hero phase.

MAGIC

A Dark Elf Sorceress 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 Word of Pain spells.

WORD OF PAIN

As the Sorceress utters a forbidden name, her foes are wracked with agony. Word of Pain has a casting value of 7. If successfully cast, pick a visible unit within 16". That unit suffers a mortal wound. In addition, your opponent must subtract 1 from any hit rolls for that unit until your next hero phase.

KEYWORDS

ORDER, AELF, EXILES, HERO, WIZARD, SORCERESS

SORCERESS ON BLACK DRAGON



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Witch Rod	1"	1	4+	3+	-1	D3
Sword of Ghronnd	1"	3	4+	4+	-	1
Witch Lash	2"	1	3+	4+	-	1
Black Dragon's Claws	2"	✱	4+	3+	-1	2
Black Dragon's Fearsome Jaws	3"	3	4+	✱	-2	D6

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

DESCRIPTION

A Sorceress on Black Dragon is a single model. Most Sorceresses wield a Witch Rod – a magical symbol of their office – but more battle-frenzied Sorceresses prefer to wield a Sword of Ghronnd in its place. Some Sorceresses also wield a Witch Lash to inflict even more pain and misery of their foes. All Sorceresses carry a dagger, which they can use to sacrifice their allies and boost their magical powers. The Black Dragon can rend foes apart with its Claws and swallow men whole in its Fearsome Jaws. Black Dragons can also exhale a deadly Noxious Breath to poison and choke their prey.

FLY

A Sorceress on Black Dragon can fly.

ABILITIES

Blood Sacrifice: In your hero phase, a Dark Elf Sorceress can sacrifice an **EXILES** model from your army within 3". If she does, that model is slain, but you can then add 2 to all casting rolls for that Sorceress until the end of the hero phase.

Noxious Breath: In your shooting phase, a Black Dragon can breathe a cloud of noxious gas. If it does so, pick a target unit that is visible and roll one dice for each model in that unit that is within 6". For each roll of 6, that unit suffers a mortal wound.

MAGIC

A Sorceress on Black Dragon 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 Bladewind spells.

BLADEWIND

The Sorceress summons a cloud of ethereal blades to cut her foes to ribbons. Bladewind has a casting value of 6. If successfully cast, pick a visible enemy unit within 18" and roll 6 dice. Compare these with the unit's best To Hit characteristic of any melee weapon it has; each time you rolled lower than this number the unit fails to parry an ethereal blade and suffers a mortal wound.

KEYWORDS

ORDER, AELEF, DRAGON, EXILES, HERO, WIZARD, MONSTER, SORCERESS

SORCERESS ON COLD ONE



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

DESCRIPTION

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

ABILITIES

Blood Sacrifice: In your hero phase, a Sorceress can sacrifice an **EXILES** model from your army within 3". If she does, that

model is slain but you can then add 2 to all casting rolls for that Sorceress until the end of that hero phase.

MAGIC

A Sorceress on Cold One 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

The Sorceress assails her foes with a freezing gale. Chillwind has a casting value of 5. If successfully cast, pick a visible enemy unit within 18". 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

COLD ONE KNIGHTS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Barbed Lance and Blade	2"	1	3+	4+	-	1
Cold One's Ferocious Jaws	1"	2	3+	4+	-	1

DESCRIPTION

A unit of Cold One Knights can have 5 or more models. They wield Barbed Lances and Blades and carry Darkshields. They are mounted on foul Cold Ones that tear into the enemy with their Ferocious Jaws.

DREAD KNIGHT

The leader of this unit is a Dread Knight. A Dread Knight makes 2 attacks rather than 1 with his Barbed Lance and Blade.

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 to their Bravery instead if the unit is within 8" of any **EXILES HERO** from your army.

HORNBLOWER

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

ABILITIES

Lance Charge: Add 1 to the wound rolls and Damage of a Cold One Knight's Barbed Lance and Blade if he charged in the same turn.

Darkshields: You can re-roll save rolls of 1 for a unit with Darkshields. You can re-roll failed save rolls of 1 or 2 for this unit in the combat phase instead.

KEYWORDS

ORDER, AELF, EXILES, COLD ONE KNIGHTS

COLD ONE CHARIOTS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Repeater Crossbow	16"	4	5+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Charioteers' Barbed Spears and Blades	2"	2	3+	4+	-	1
Cold Ones' Ferocious Jaws	1"	4	3+	4+	-	1

DESCRIPTION

A unit of Cold One Chariots can have any number of models. They are crewed by Charioteers that fight with Barbed Spears and Blades. The Charioteers can also shoot their foes from afar with a Repeater Crossbow. Cold One Chariots are drawn by reptilian beasts that tear into foes not cut down by the war machine's scythed runners with their Ferocious Jaws.

ABILITIES

Scythed Runners: If a unit of Cold One Chariots charges, roll a dice for each enemy model that is within 1" of the unit after it has completed its charge move; for each roll of a 6 that model's unit suffers a mortal wound.

KEYWORDS

ORDER, AELF, EXILES, COLD ONE CHARIOTS

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". You can re-roll hit rolls of 1 for that model until your next hero phase.

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

KEYWORDS

ORDER, AELF, MANTICORE, EXILES, HERO, MONSTER, BEASTMASTER

BLACK ARK FLEETMASTER



MELEE WEAPONS

Black Ark Cutlass

Murder Hook

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

3

3+

4+

-

1

1"

2

4+

3+

-1

1

DESCRIPTION

A Black Ark Fleetmaster is a single model. He fights with a Black Ark Cutlass in one hand and a Murder Hook in the other. He also wears a Sea Dragon Cloak, whose thick hide protects him from enemy arrows.

ABILITIES

Sea Dragon Cloak: You can re-roll save rolls of 1 for a Black Ark Fleetmaster in the shooting phase.

Murderous Swashbuckler: You can re-roll failed hit rolls for this model's Black Ark Cutlass.

COMMAND ABILITY

At Them, You Curs!: If a Black Ark Fleetmaster uses this ability, pick one **EXILES** unit within 14". Until your next hero phase you can re-roll failed hit rolls of 1 for that unit. If you picked a unit of **BLACK ARK CORSAIRS**, you can re-roll failed hit rolls of 1 or 2 for that unit instead.

KEYWORDS

ORDER, AELF, EXILES, HERO, BLACK ARK FLEETMASTER

LOKHIR FELLHEART



MELEE WEAPONS

The Red Blades

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

5

3+

4+

-

1

DESCRIPTION

Lokhir Fellheart is a single model. He is armed with the Red Blades and wears a Sea Dragon Cloak and the Helm of the Kraken.

ABILITIES

The Red Blades: You can re-roll failed hit rolls for Lokhir Fellheart.

Sea Dragon Cloak: You can re-roll save rolls of 1 for Lokhir Fellheart in the shooting phase.

Helm of the Kraken: Lokhir Fellheart heals a wound at the start of each of your hero phases.

Daring Leap: Lokhir Fellheart can pile in up to 6", moving over other models as he does so, if it will move him to within ½" of an enemy **HERO**.

COMMAND ABILITY

Take Them Alive!: If Lokhir Fellheart uses this ability, those under his command redouble their efforts to take prisoners until your next hero phase. Until then, roll a dice each time an enemy model flees whilst within 6" of Lokhir Fellheart, a **BLACK ARK FLEETMASTER** or unit of **BLACK ARK CORSAIRS** from your army; on a 4 or more another model flees from that unit, captured by Lokhir's Corsairs and destined for the slave pits.

KEYWORDS

ORDER, AELF, EXILES, HERO, BLACK ARK FLEETMASTER, LOKHIR FELLHEART

BLACK ARK CORSAIRS



MISSILE WEAPONS

Repeater Handbow

Range Attacks To Hit To Wound Rend Damage

9" 2 5+ 4+ - 1

MELEE WEAPONS

Vicious Blade

Range Attacks To Hit To Wound Rend Damage

1" 1 4+ 5+ - 1

Wicked Cutlass

1" 1 4+ 4+ - 1

DESCRIPTION

A unit of Black Ark Corsairs has 10 or more models. Some units of Black Ark Corsairs pepper the foe with bolts from their Repeater Handbows before drawing close to attack with their Vicious Blades, while others prefer to attack with a Wicked Cutlass in one hand and a Vicious Blade in the other.

REAYER

The leader of this unit is a Reayer. You can add 1 to any hit rolls for a Reayer.

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 to their Bravery instead if the unit is within 8" of any **EXILES HERO** from your army.

HORNBLOWER

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

ABILITIES

Sea Dragon Cloaks: You can re-roll save rolls of 1 for Black Ark Corsairs in the shooting phase.

Flashing Steel: You can add 1 to all hit rolls in the combat phase for a Black Ark Corsair if its unit has 20 or more models.

Ravagers and Slavers: Roll a dice each time an enemy model flees within 6" of this unit; on a 6 another model flees from its unit, captured by the Corsairs.

KEYWORDS

ORDER, AELF, EXILES, BLACK ARK CORSAIRS

MASTER WITH BATTLE STANDARD



MELEE WEAPONS

Barbed Blade

Range Attacks To Hit To Wound Rend Damage

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. He 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 the Master is slain by the general. Otherwise, your general is slain and this model usurps his position; he becomes your general and gains all the command abilities known by his former lord.

Banner of Murder: These magical standards are steeped in the sacrificial blood of victims, their murderous auras instilling a thirst for death and violence. You can re-roll wound rolls of 1 for any **EXILES** unit from your army that is within 8" of a Banner of Murder when they attack in the combat phase. In your hero phase, a Master can hold his banner aloft. If he does so, you may not move the Master until your next hero phase, but until then the aura of the Banner of Murder affects all **EXILES** units from your army within 18".

KEYWORDS

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

DREADSPEARS



MELEE WEAPONS

Druchii Spear

Range

2"

Attacks

1

To Hit

4+

To Wound

4+

Rend

-

Damage

1

DESCRIPTION

A unit of Dreadspears has 10 or more models. They are armed with Druchii Spears and carry Darkshields.

LORDLING

The leader of this unit is a Lordling. A Lordling makes 2 attacks instead of 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 to their Bravery instead if the unit is within 8" of any **EXILES HERO** from your army.

HORNBLOWER

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

ABILITIES

Darkshields: You can re-roll save rolls of 1 for a unit with Darkshields. You can re-roll failed save rolls of 1 or 2 for this unit in the combat phase instead.

City Guard: You can add 1 to hit rolls for a Dreadspear if it did not move in its preceding movement phase.

Formidable Bastion: You can add 1 to hit rolls for a Dreadspear if its unit has 20 or more models.

KEYWORDS

ORDER, AELF, EXILES, DREADSPEARS

BLEAKSWORDS



MELEE WEAPONS

Druchii Sword

Range

1"

Attacks

1

To Hit

3+

To Wound

4+

Rend

-

Damage

1

DESCRIPTION

A unit of Bleakswords has 10 or more models. They are armed with Druchii Swords and carry Darkshields.

LORDLING

The leader of this unit is a Lordling. A Lordling 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 to their Bravery instead if the unit is within 8" of any **EXILES HERO** from your army.

HORNBLOWER

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

ABILITIES

Quicksilver Strike: Each time you make a hit roll of 6 or more for a Bleaksword, that model can immediately make one extra attack with its Druchii Sword. If its unit has 20 or more models, it can make one extra attack on a hit roll of 5 or more instead.

Darkshields: You can re-roll save rolls of 1 for a unit with Darkshields. You can re-roll failed save rolls of 1 or 2 for this unit in the combat phase instead.

KEYWORDS

ORDER, AELF, EXILES, BLEAKSWORDS

DARKSHARDS



MISSILE WEAPONS

Repeater Crossbow

Range	Attacks	To Hit	To Wound	Rend	Damage
16"	2	5+	4+	-	1

MELEE WEAPONS

Cruel Dagger

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

DESCRIPTION

A unit of Darkshards can have any number of models. Darkshards are armed with fast-firing Repeater Crossbows and Cruel Daggers. Some units of Darkshards also carry Darkshields into battle.

GUARDMASTER

The leader of this unit is a Guardmaster. You can add 1 to hit rolls for a Guardmaster in the shooting phase.

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 to their Bravery instead if the unit is within 8" of any **EXILES HERO** from your army.

HORNBLOWER

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

ABILITIES

Storm of Iron-tipped Bolts: You can add 1 to hit rolls for a Darkshard in the shooting phase if its unit has 20 or more models and there are no enemy models within 3".

Darkshields: You can re-roll save rolls of 1 for a unit with Darkshields. You can re-roll failed save rolls of 1 or 2 for this unit in the combat phase instead.

KEYWORDS

ORDER, AELF, EXILES, DARKSHARDS

DARK RIDERS



MISSILE WEAPONS

Repeater Crossbow

Range	Attacks	To Hit	To Wound	Rend	Damage
16"	3	5+	4+	-	1

MELEE WEAPONS

Barbed Spears and Swords

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

Dark Steeds' Vicious Bites

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

DESCRIPTION

A unit of Dark Riders has 5 or more models. They are armed with deadly Repeater Crossbows and cruel Barbed Spears and Swords. Dark Riders also carry Darkshields. They ride Dark Steeds that attack with Vicious Bites.

HERALD

The leader of this unit is a Herald. You can add 1 to any hit rolls for a Herald.

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 to their Bravery instead if the unit is within 8" of any **EXILES HERO** from your army.

HORNBLOWER

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

ABILITIES

Sow Terror and Confusion: Enemy units within 14" of Dark Riders are terror-struck; if any of these units take a battleshock test and the roll for that test is a 1, you can roll a dice and add its score to the unit's battleshock test result.

Darkshields: You can re-roll save rolls of 1 for a unit with Darkshields. You can re-roll failed save rolls of 1 or 2 for this unit in the combat phase instead.

KEYWORDS

ORDER, AELF, EXILES, DARK RIDERS

BLACK GUARD OF NAGGAROND



MELEE WEAPONS

Ebon Halberd

Range

2"

Attacks

2

To Hit

3+

To Wound

3+

Rend

-1

Damage

1

DESCRIPTION

A unit of Black Guard has 5 or more models. They fight with Ebon Halberds.

TOWER MASTER

The leader of this unit is a Tower Master. A Tower Master 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 to their Bravery instead if the unit is within 8" of any **EXILES HERO** from your army.

DRUMMERS

Models in this unit may be Drummers. You can re-roll a single dice when determining how far this unit can charge if it includes any Drummers.

ABILITIES

The Witch King's Retinue: Black Guard units do not need to take battleshock tests if Malekith is within 28" of them in the battleshock phase.

Eternal Hatred: You can re-roll failed hit rolls of 1 for Black Guard.

KEYWORDS

ORDER, AELF, EXILES, BLACK GUARD

SHADES



MISSILE WEAPONS

Repeater Crossbow

Range

16"

Attacks

2

To Hit

4+

To Wound

4+

Rend

-

Damage

1

MELEE WEAPONS

Barbed Sword

Range

1"

Attacks

2

To Hit

4+

To Wound

4+

Rend

-

Damage

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. After set-up is complete, you can set this unit up anywhere on the battlefield that is more than 9" from any enemy models.

Blend with Darkness: Your opponent must subtract 1 from any hit roll made in the shooting phase that targets a unit of Shades 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 crew of two Dark Elves 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: Reaper Bolts are cruelly barbed and can cause horrendous damage. If you make a wound roll of a 6 or more 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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HARPIES



MELEE WEAPONS

Claws and Fangs

Range

1"

Attacks

2

To Hit

4+

To Wound

4+

Rend

-

Damage

1

DESCRIPTION

A unit of Harpies has 5 or more models. They are armed with razor-sharp Claws and Fangs.

FLY

Harpies can fly.

ABILITIES

Prey Upon the Weak: Roll a dice every time an enemy model flees within 16" of any Harpies. On a roll of 6 an additional model from the same unit is pounced upon and devoured by the Harpies.

KEYWORDS

CHAOS, HARPIES

SCOURGERUNNER CHARIOTS



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Repeater Crossbow		16"	4	5+	4+	-	1
Ravager Harpoon		18"	1	4+	3+	-1	D3
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Hook-spears		2"	2	4+	4+	-	1
Dark Steeds' Vicious Bites		1"	4	4+	5+	-	1

DESCRIPTION

A unit of Scourgerunner Chariots can have any number of models. They are crewed by Beastmasters that fight with cruel Hook-spears and a Repeater Crossbow. They can also send barbed Ravager Harpoons whistling towards their prey. Scourgerunner Chariots are drawn by swift Dark Steeds that have an extraordinarily Vicious Bite.

HIGH BEASTMASTER

The leader of this unit is a High Beastmaster. You can add 1 to hit rolls for a High Beastmaster in the shooting phase.

ABILITIES

Lay The Beast Low: When a Scourgerunner Chariot targets a **MONSTER** with its Ravager Harpoon and the wound roll is 6 or higher, the weapon inflicts D6 Damage rather than D3.

KEYWORDS

ORDER, AELF, EXILES, SCOURGERUNNER CHARIOTS

WAR HYDRA



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fiery Breath	9"	*	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Razor-sharp Fangs	2"	*	4+	3+	-1	D3
Clawed Limbs	1"	2	3+	3+	-1	1
Handlers' Cruel Goads and Whips	2"	2	4+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Fiery Breath	Razor Sharp Fangs
0-2	8"	6	6
3-5	7"	5	5
6-7	6"	4	4
8-9	5"	3	3
10+	4"	2	2

DESCRIPTION

A War Hydra is a single model. It tears at the foe with Razor-sharp Fangs, swipes them aside with its massive Clawed Limbs, and incinerates them with its Fiery Breath. The War Hydra is guided by a pair of Beastmaster Handlers whose Cruel Goads and Whips flay flesh from bone.

ABILITIES

Sever One Head, Another Takes Its Place:

It is almost impossible to kill a Hydra, for they regenerate wounds and regrow severed heads at an alarming rate. A War Hydra heals 3 wounds in each of your hero phases.

Quick With The Lash: Before a War Hydra makes a charge move, its Beastmaster Handlers can apply the lash. If they do so, you can roll three dice and discard the lowest when determining the War Hydra's charge distance. However, if you roll a triple then the whips have driven the monster into a wild frenzy – the charge fails and this model suffers a mortal wound as the Beastmasters are savaged by their charge.

KEYWORDS

ORDER, AELF, EXILES, MONSTER, BEASTMASTER, WAR HYDRA

DOOMFIRE WARLOCKS



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

DESCRIPTION

A unit of Doomfire Warlocks has 5 or more models. They are armed with Cursed Scimitars and ride Dark Steeds that have a Vicious Bite.

MASTER OF WARLOCKS

The leader of this unit is a Master of Warlocks. A Master of Warlocks makes 3 attacks with his Cursed Scimitar rather than 2.

MAGIC

A unit of Doomfire Warlocks 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 and unbinding rolls for this unit if it has 10 or more models. Doomfire Warlocks know the Arcane Bolt, Mystic Shield and Doombolt spells.

DOOMBOLT

The Doomfire Warlocks hurl bolts of blazing black flame at their foes. Doombolt has a casting value of 5. If successfully cast, pick a visible unit within 18". The target unit suffers D3 mortal wounds if the casting unit has less than 5 models, D6 mortal wounds if it has 5 to 9 models, or 6 mortal wounds if it has 10 or more models.

KEYWORDS

ORDER, AELF, EXILES, WIZARD, DOOMFIRE WARLOCKS

KHARIBDYSS



MELEE WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage
Fanged Tentacles	3"	*	4+	3+	-1	2
Clawed Limbs	1"	2	3+	3+	-1	1
Spiked Tail	2"	D6	4+	*	-	1
Handlers' Cruel Goads and Whips	2"	2	4+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Fanged Tentacles	Spiked Tail
0-1	7"	6	2+
2-3	6"	5	3+
4-5	5"	4	4+
6-7	5"	3	5+
8+	4"	2	6+

DESCRIPTION

A Kharibdyss is a single model. Its Fanged Tentacles snatch victims up one after another, while its heavy-set Clawed Limbs stomp and trample. A Kharibdyss can also cut a swathe through its foes with a swipe of its Spiked Tail and unleash an abyssal howl that leaves the foe panicked and terrified. It is goaded into battle by a pair of Beastmaster Handlers whose Cruel Whips crack and snap.

ABILITIES

Abyssal Howl: In your hero phase, a Kharibdyss can unleash an abyssal howl. If it does, pick a unit within 10". That unit must subtract 1 from its Bravery until your next hero phase.

Feast of Bones: Roll a dice each time a Kharibdyss slays a model with its Fanged Tentacles; on a 6 it heals a wound.

Quick With The Lash: Before a Kharibdyss makes a charge move, its Beastmaster Handlers can apply the lash. If they do so, you can roll three dice and discard the lowest when determining the Kharibdyss' charge distance. However, if you roll a triple then the whips have driven the monster into a wild frenzy – the charge fails and this model suffers a mortal wound as the Beastmasters are savaged by their charge.

KEYWORDS

ORDER, AELF, EXILES, MONSTER, BEASTMASTER, KHARIBDYSS

SISTERS OF SLAUGHTER



MELEE WEAPONS

Barbed Whip

Range

2"

Attacks

2

To Hit

3+

To Wound

4+

Rend

-

Damage

1

DESCRIPTION

A unit of Sisters of Slaughter has 5 or more models. They are armed with Barbed Whips and carry Bladed Bucklers.

HANDMAIDEN

The leader of this unit is a Handmaiden. She 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 to their Bravery instead if the unit is within 8" of any **EXILES HERO** from your army.

HORNBLOWER

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

ABILITIES

Bladed Buckler: Roll a dice each time you make a successful save roll of 6 or more for this unit in the combat phase; on a 4 or more a Sister of Slaughter will lash out and slit her assailant's throat with her Bladed Buckler – the attacking model's unit suffers a mortal wound after it has made all of its attacks.

Dance of Death: You can add 2 to save rolls for this unit in the combat phase.

KEYWORDS

ORDER, AELF, EXILES, SISTERS OF SLAUGHTER

MORATHI



MELEE WEAPONS

Heartrender

Range

2"

Attacks

2

To Hit

3+

To Wound

3+

Rend

-1

Damage

D3

Dark Pegasus' Cruel Horns

1"

2

4+

3+

-

1

DESCRIPTION

Morathi is a single model. She fights with Heartrender and rides the Dark Pegasus Sulephet who has Cruel Horns.

FLY

Morathi can fly.

ABILITIES

The First Sorceress: You can add 1 to any casting rolls for Morathi.

Enchanting Beauty: Your opponent must subtract 1 from any hit rolls that target Morathi in the combat phase.

MAGIC

Morathi is a wizard. She can attempt to cast two different spells in each of your own hero phases, and attempt to unbind two spells in each enemy hero phase. She knows the Arcane Bolt, Mystic Shield and Arnzipal's Black Horror.

ARNZIPAL'S BLACK HORROR

At Morathi's command a roiling black cloud of energy swirls into existence, slimy tentacles lashing out from it to clutch at any unfortunate enough to be nearby. Arnzipal's Black Horror has a casting value of 7. If successfully cast, pick a visible unit within 18" 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 or more it suffers D6 mortal wounds.

KEYWORDS

ORDER, AELF, EXILES, HERO, WIZARD, SORCERESS, MORATHI

BLOODWRACK MEDUSAE



MISSILE WEAPONS

Bloodwrack Stare

Range

10"

Attacks

To Hit

To Wound

Rend

Damage

See below

MELEE WEAPONS

Range

Attacks

To Hit

To Wound

Rend

Damage

Whisperclaw

1"

4

4+

3+

-

1

Bloodwrack Spear

2"

1

3+

3+

-1

D3

DESCRIPTION

A unit of Bloodwrack Medusae can have any number of models. Each slashes at her enemies with her Whisperclaw before impaling them upon a wickedly barbed Bloodwrack Spear. However, a Bloodwrack Medusa's stare is perhaps her most deadly weapon; should a victim's eyes lock with hers for even a second its lifeblood violently rebels, flooding from every pore until its body collapses into a pool of gore.

ABILITIES

Bloodwrack Stare: When making a Bloodwrack Stare attack, pick a visible unit within range and roll a dice for each model in that unit; for each roll of 6 or more that unit suffers a mortal wound as they foolishly meet the Medusa's deadly gaze. You can add 1 to these dice rolls if, between the time you declare the target of the attack and time you roll the dice, your opponent looks you directly in the eye.

KEYWORDS

ORDER, BLOODWRACK MEDUSAE

BLOODWRACK SHRINE



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bloodwrack Stare	10"	See below				
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Whisperclaw	1"	4	4+	3+	-	1
Bloodwrack Spear	2"	1	3+	3+	-1	D3
Shrinekeepers' Goadstaves	2"	✱	4+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Goadstaves	Aura of Agony
0-2	6"	6	9"
3-5	5"	5	7"
6-8	4"	4	5"
9-10	3"	3	3"
11+	2"	2	1"

DESCRIPTION

A Bloodwrack Shrine is a single model. It is crewed by two Shrinekeepers who stab any who approach with their Goadstaves. Atop the Shrine writhes a Bloodwrack Medusa, who slashes at her enemies with her Whisperclaw before impaling them upon a Bloodwrack Spear. Should a victim's eyes lock with hers for even a second its lifeblood violently rebels, flooding from every pore until its body collapses into a pool of gore.

ABILITIES

Bloodwrack Stare: When making a Bloodwrack Stare attack, pick a visible unit within range and roll a dice for each model in that unit; for each roll of 6 or more that unit suffers a mortal wound as they foolishly meet the Medusa's deadly gaze. You can add 1 to these dice rolls if, between the time you declare the target of the attack and time you roll the dice, your opponent looks you directly in the eye.

Aura of Agony: Bloodwrack Shrines emit an aura that wracks enemies with waves of agony. Roll a dice for each enemy unit in range of the Aura of Agony at the start of your hero phase (the range of this ability is shown in the damage table above). On a 6, that unit suffers a mortal wound as pure agony courses through them.

KEYWORDS

ORDER, AELF, EXILES, BLOODWRACK MEDUSA, BLOODWRACK SHRINE

CAULDRON OF BLOOD



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Witch Elves' Sacrificial Knives	1"	☀	3+	4+	-	1
Hellebron's Deathsword	1"	2	3+	3+	-1	D3
Hellebron's Cursed Blade	1"	2	3+	4+	-	1
Death Hag's Blade of Khaine	1"	4	3+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Sacrificial Knives	Bloodshield
0-2	6"	6	9"
3-5	5"	5	7"
6-8	4"	4	5"
9-10	3"	3	3"
11+	2"	2	1"

DESCRIPTION

A Cauldron of Blood is a single model. It is crewed by two Witch Elves who leap from its dais to attack with their Sacrificial Knives. Most Cauldrons of Blood are also attended to by a Death Hag, who opens the throats of her victims with a Blade of Khaine and gifts her followers with drafts of Witchbrew from her Chalice.

HELLEBRON

One Cauldron of Blood in your army may instead be attended to by Hellebron. Hellebron fights with Deathsword and the Cursed Blade, and she also wears the Amulet of Dark Fire. Hellebron also has the Orgy of Slaughter command ability.

ABILITIES

Bloodshield: The powerful magic that fuels the Cauldron of Blood grants it and any **EXILES** models from your army protection so long as they are within range of the Bloodshield. The range of this ability is shown in the damage table above. If any of these models suffer a wound or a mortal wound, roll a dice. Add 1 to the result if the model is a **WITCH ELF**. If the roll is a 6 or more, that hit has been absorbed by the Bloodshield and the wound or mortal wound is ignored.

Witchbrew: Witchbrew drives the imbibers into such an ecstasy of destruction that they will fight on in the face of impossible odds. In your hero phase, the Cauldron of Blood's attendants or a unit of **WITCH ELVES** within 3" can drink Witchbrew. If a unit does so, you can re-roll wound rolls of 1 for the unit and it does not need to take battleshock tests until your next hero phase.

Amulet of Dark Fire: Hellebron can attempt to dispel one spell in each enemy hero phase as if she were a wizard.

Strength of Khaine: In your hero phase the Cauldron of Blood's attendant can pray to Khaine. If she does so, pick an **EXILES** unit from your army within 14" and roll a dice; on a 1 the prayer is found unworthy and the Cauldron of Blood suffers a mortal wound. On a roll of 2 or more, the unit you picked is infused with Khaine's Strength; until your next hero phase you can add 1 to any wound rolls for that unit in the combat phase.

COMMAND ABILITY

Orgy of Slaughter: If Hellebron uses this ability, pick an **EXILES** unit within 14". That unit is gripped by a bloody frenzy and can be chosen to pile in and attack twice that turn instead of only once.

CAULDRON OF BLOOD ATTENDED BY DEATH HAG

KEYWORDS

ORDER, AELF, EXILES, TOTEM, HERO, PRIEST, WITCH ELVES, DEATH HAG, CAULDRON OF BLOOD

CAULDRON OF BLOOD ATTENDED BY HELLEBRON

KEYWORDS

ORDER, AELF, EXILES, TOTEM, HERO, PRIEST, WITCH ELVES, DEATH HAG, HELLEBRON, CAULDRON OF BLOOD

WITCH ELVES



MELEE WEAPONS

Sacrificial Knives

Range

1"

Attacks

2

To Hit

3+

To Wound

4+

Rend

-

Damage

1

DESCRIPTION

A unit of Witch Elves has 5 or more models. They are armed with deadly Sacrificial Knives.

HAG

The leader of this unit is a Hag. A Hag 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 to their Bravery instead if the unit is within 8" of any **EXILES HERO** from your army.

HORNBLOWER

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

ABILITIES

Frenzied Fervour: If this unit is within 14" of a **DEATH HAG** from your army when they attack in the combat phase, all of its models make one extra attack with their Sacrificial Knives.

Sacrificial Knives: Witch Elves attack with such a flurry of blows that one is bound to find its mark. You can re-roll hit rolls of 1 for Witch Elves. You can re-roll all failed hit rolls instead if this unit has 20 or more models.

KEYWORDS

ORDER, AELF, EXILES, WITCH ELVES

HELLEBRON



MELEE WEAPONS

Deathsword

Range

1"

Attacks

2

Hit

3+

Wound

3+

Rend

-1

Damage

D3

Cursed Blade

1"

2

3+

4+

-

1

DESCRIPTION

Hellebron is a single model. She is armed with Deathsword and the Cursed Blade. She also wears the Amulet of Dark Fire to protect her from enemy spells.

ABILITIES

Amulet of Dark Fire: Hellebron can attempt to dispel one spell in each enemy hero phase as if she were a wizard.

The Blood Queen: In your hero phase Hellebron can pray to Khaine. If she does so, pick a power and roll a dice; on a 1 or a 2 she suffers a mortal wound. On a roll of 3 or more the power is carried out.

Cry of War: Enemy units within 3" of Hellebron in the battleshock phase must subtract 1 from their Bravery until your next hero phase.

Dance of Doom: Hellebron's save is increased to 3+ until your next hero phase.

COMMAND ABILITY

Orgy of Slaughter: If Hellebron uses this ability, pick an **EXILES** unit within 14". That unit is gripped by a bloody frenzy and can be chosen to pile in and attack twice that turn instead of only once.

KEYWORDS

ORDER, AELF, EXILES, HERO, PRIEST, DEATH HAG, HELLEBRON

SHADOWBLADE



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Poison-coated Daggers	1"	6	3+	3+	-1	1

DESCRIPTION

Shadowblade is a single model. He is armed with a pair of poison-coated Daggers. He also bears the Heart of Woe, a ruby that will explode upon his death sending lethal shards in all directions.

ABILITIES

Black Lotus Venom: Shadowblade uses his deadliest poisons to slay kings and warlords. If the target of an attack made by Shadowblade is a **HERO**, his weapons inflict D3 damage rather than 1.

Heart of Woe: If Shadowblade is slain, every unit within 3" of him immediately suffers D3 mortal wounds.

Master of Assassins: You can re-roll failed hit rolls for Shadowblade's attacks if the target is a **HERO**.

Master of Disguise: Instead of setting up Shadowblade normally, you can place him to one side and say that he is set up in hiding. At the start of any combat phase you can reveal Shadowblade; set him up within 1" of any of your **EXILES** units. He can then pile in and attack, even if it is your opponent's turn to select a unit to attack with.

KEYWORDS

ORDER, AELF, EXILES, HERO, DARK ELF ASSASSIN, SHADOWBLADE

DEATH HAG



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Blade of Khaine	1"	4	3+	4+	-	1

DESCRIPTION

A Death Hag is a single model. She wields a Blade of Khaine in one hand and carries a chalice filled with Witchbrew in the other.

ABILITIES

Priestess of Khaine: In your hero phase, a Death Hag can pray to Khaine. If she does so, pick a power and roll a dice; on a 1 or a 2 the Death Hag is found unworthy and suffers a mortal wound. On a roll of 3 or more, the power is carried out.

Rune of Khaine: The Death Hag's Blade of Khaine inflicts D3 damage instead of 1 until your next hero phase.

Touch of Death: Select a unit within 3" and then hide a dice in one of your hands. Ask your opponent to pick a hand; if that hand is holding the dice, the unit you picked suffers D3 mortal wounds.

Witchbrew: Distilled from the blood of Hag Queens, Witchbrew drives the imbiber into such an ecstasy of destruction that they will fight on in the face of impossible odds. In your hero phase, either the Death Hag or a unit of **WITCH ELVES** within 3" of her can drink Witchbrew. If a unit does so, you can re-roll wound rolls of 1 for the unit and it does not need to take battleshock tests until your next hero phase.

KEYWORDS

ORDER, AELF, EXILES, HERO, PRIEST, DEATH HAG

DARK ELF ASSASSIN



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Envenomed Throwing Blades	12"	2	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Poison-coated Blades	1"	5	3+	3+	-	1

DESCRIPTION

A Dark Elf Assassin is a single model. He is armed with Envenomed Throwing Blades for dealing with foes at a distance, and a pair of Poison-coated Blades for close kills.

ABILITIES

Black Lotus Venom: Dark Elf Assassins use their deadliest poisons to slay kings and warlords. If the target of an attack made by a Dark Elf Assassin is a **HERO**, its weapons inflict D3 Damage rather than 1.

Hidden Murderer: Instead of setting up the Assassin normally, you can place him to one side and say that he is set up in hiding. If you do so, secretly note down one of your **EXILES** units for this unit to hide in. At the start of any combat phase you can reveal the Assassin; set him up within 1" of the unit you picked. The Assassin can then pile in and attack, even if it is your opponent's turn to select a unit to attack with. If the unit hiding the Assassin is destroyed before he is revealed, the Assassin is destroyed as well.

KEYWORDS

ORDER, AELF, EXILES, HERO, DARK ELF ASSASSIN

HAR GANETH EXECUTIONERS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Executioner's Draich	1"	2	3+	3+	-	1

DESCRIPTION

A unit of Har Ganeth Executioners has 5 or more models. Each is armed with an Executioner's Draich, a ceremonial weapon of his own forging that can decapitate its victim with one deft blow.

DRAICH MASTER

The leader of this unit is a Draich Master. A Draich Master 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 to their Bravery instead if the unit is within 8" of any **EXILES HERO** from your army.

DRUMMERS

Models in this unit may be Drummers. You can re-roll a single dice when determining how far this unit can charge if it includes any Drummers.

ABILITIES

Severing Strike: If the hit roll for a Har Ganeth Executioner is 6 or more, its Executioner's Draich inflicts 2 mortal wounds on the target instead of its normal Damage – no roll to wound is necessary.

KEYWORDS

ORDER, AELF, EXILES, HAR GANETH EXECUTIONERS

DARK ELVES

EXILED WARHOST

ORGANISATION

An Exiled Warhost consists of the following units:

- 1 Dreadlord, Dreadlord on Black Dragon or Dreadlord on Cold One
- 3 units of Darkshards, Bleakswords or Dreadspears, in any combination
- 1 unit of Dark Riders
- 1 unit of Cold One Knights or Cold One Chariots

ABILITIES

Murderous Prowess: Exiled Warhosts are filled with proficient killers – for these warriors, murder is a pleasure and an art as much as it their duty. You can re-roll wound rolls of 1 in the combat phase for models from an Exiled Warhost.

Strength Born of Hatred: A pit of hatred lurks in the soul of every Exile and when their Warhosts march to war this magnifies, becoming a source of strength that guides their blows as they give vent to their innermost fury. You can add 1 to any hit rolls for a model from an Exiled Warhost if it made a charge that turn.

DARK ELVES

EXILED BLOOD CULT

ORGANISATION

An Exiled Blood Cult consists of the following units:

- 1 Death Hag or Cauldron of Blood
- 3 units of Witch Elves
- 1 unit of Har Ganeth Executioners

ABILITIES

Dark Venom: Exiled Blood Cults enact dark rituals prior to battle, coating their blades in deadly venom. If the wound roll for a model in an Exiled Blood Cult is a 6 or more, that weapon inflicts a mortal wound upon the target instead of its normal Damage.

Revelry in Slaughter: Freshly spilt blood and the prospect of spilling more drives the warriors of an Exiled Blood Cult into a murderous frenzy. If a unit is wiped out during the combat phase by an Exiled Blood Cult unit, you can add 1 to the Attacks of all melee weapons used by other units from this battalion for the remainder of that combat phase.

SUBSTITUTE WARSCROLLS

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

Unit	Warscroll
Dreadlord on Dark Steed	Master with Battle Standard on Dark Steed
Dreadlord on Dark Pegasus	Dreadlord on Cold One (this model can Fly)
Dreadlord on Manticore.	Beastmaster on Manticore
Dreadlord on Cold One Chariot.	Cold One Chariot
High Beastmaster on Scourgerunner Chariot .	Scourgerunner Chariot
High Beastmaster on Manticore.	Beastmaster on Manticore
Kouran Darkhand	Dreadlord
Malekith (on foot)	Dreadlord
Malekith (on Cold One)	Dreadlord on Cold One
Malekith (on Cold One Chariot).	Cold One Chariot
Master	Dreadlord
Mengil's Manflayers	Shades
Supreme Sorceress	Dark Elf Sorceress
Supreme Sorceress on Dark Steed.	Supreme Sorceress on Cold One
Supreme Sorceress on Dark Pegasus	Morathi
Sorceress on Manticore.	Sorceress on Black Dragon
Tullaris Dreadbringer	Dreadlord