

WARHAMMER AGE OF SIGMAR



WARHAMMER
LEGENDS
HEROES OF THE OLD WORLD

INTRODUCTION

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

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

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

WARHAMMER LEGENDS COMPENDIUMS

Every Citadel Miniature is a unique piece of the ever-evolving narrative of Warhammer. It is, then, an unfortunate truth that we can't continue to sell and support every model we've ever made indefinitely. As we make new models, and new books to explore their background and rules, we have to stop producing and featuring some older models. But just like many of you, we still treasure our collections of older Citadel Miniatures, and we still want to be able to use them in games and forge glorious narratives on the tabletop!

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

HEROES OF THE WORLD-THAT-WAS

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

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GREASUS GOLDTOOTH



MELEE WEAPONS

Sceptre of the Titans

Range

1"

Attacks

3

To Hit

3+

To Wound

2+

Rend

-3

Damage

D3

DESCRIPTION

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

ABILITIES

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

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

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

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

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

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

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

COMMAND ABILITY

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

SKRAG THE SLAUGHTERER



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

DESCRIPTION

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

ABILITIES

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

Models

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

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

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

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

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

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

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

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

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

KEYWORDS

OGRE KINGDOMS, HERO, PRIEST, SKRAG THE SLAUGHTERER

BRAGG THE GUTSMAN



MELEE WEAPONS

Great Gutgouger

Range

3"

Attacks

3

To Hit

4+

To Wound

3+

Rend

-1

Damage

3

DESCRIPTION

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

ABILITIES

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

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

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

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

KEYWORDS

OGRE KINGDOMS, HERO, BRAGG THE GUTSMAN

GOLGFAG MANEATER



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

DESCRIPTION

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

ABILITIES

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

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

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

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

KEYWORDS

OGRE KINGDOMS, HERO, GOLGFAG MANEATER

GORBAD IRONCLAW



MELEE WEAPONS

Morglor the Mangler

Giant Tusks

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

5

3+

3+

-2

D3

1"

2

4+

3+

-

1

DESCRIPTION

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

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

ABILITIES

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

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

COMMAND ABILITY

Da Great Leader: You can use this command ability in your hero phase if this model is your general and is on the battlefield. If you do so, until your next hero phase, add 2 to the Bravery characteristic of friendly **ORC** units while they are wholly within 18" of this model. In addition, until your next hero phase you can re-roll wound rolls of 1 for attacks made by friendly **ORC** units while they are wholly within 18" of this model.

KEYWORDS

ORC, HERO, GORBAD IRONCLAW

AZHAG THE SLAUGHTERER



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

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

DESCRIPTION

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

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

FLY: This model can fly.

ABILITIES

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

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

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

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

MAGIC

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

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

COMMAND ABILITY

Get on Wiv It! You can use this command ability in your hero phase if this model is your general and is on the battlefield. If you do so, pick 1 friendly **ORC** unit wholly within 24" of this model. Until your next hero phase, add 1 to run and charge rolls for that unit, and add 1 to hit rolls for attacks made by that unit.

KEYWORDS

ORC, MONSTER, HERO, WIZARD, AZHAG THE SLAUGHTERER

WARSCROLLS

GRIMGOR IRONHIDE



MELEE WEAPONS

Gitsnik

Almighty 'Eadbutt

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

4

3+

3+

-2

2

1"

1

3+

4+

-

D3

DESCRIPTION

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

ABILITIES

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

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

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

COMMAND ABILITY

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



KEYWORDS

ORC, BLACK ORC, HERO, GRIMGOR IRONHIDE

WURRZAG, DA GREAT GREEN PROPHET



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Baleful Mask	12"	2D6	5+	5+	-	1

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Bonewood Staff	2"	2	4+	3+	-	D3

DESCRIPTION

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

ABILITIES

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

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

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

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

MAGIC

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

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



KEYWORDS

ORC, SAVAGE ORC, HERO, WIZARD, WURRZAG

GROM THE PAUNCH



MELEE WEAPONS

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

DESCRIPTION

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

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

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

ABILITIES

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

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

COMMAND ABILITY

Grom's Waaagh!: You can use this command ability in your hero phase if this model is your general and is on the battlefield. If you do so, until your next hero phase you can re-roll hit rolls for attacks made by friendly **GOBLIN** units while they are wholly within 18" of this model.

KEYWORDS

GOBLIN, HERO, GROM THE PAUNCH

SKARSNIK, WARLORD OF THE EIGHT PEAKS



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

DESCRIPTION

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

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

ABILITIES

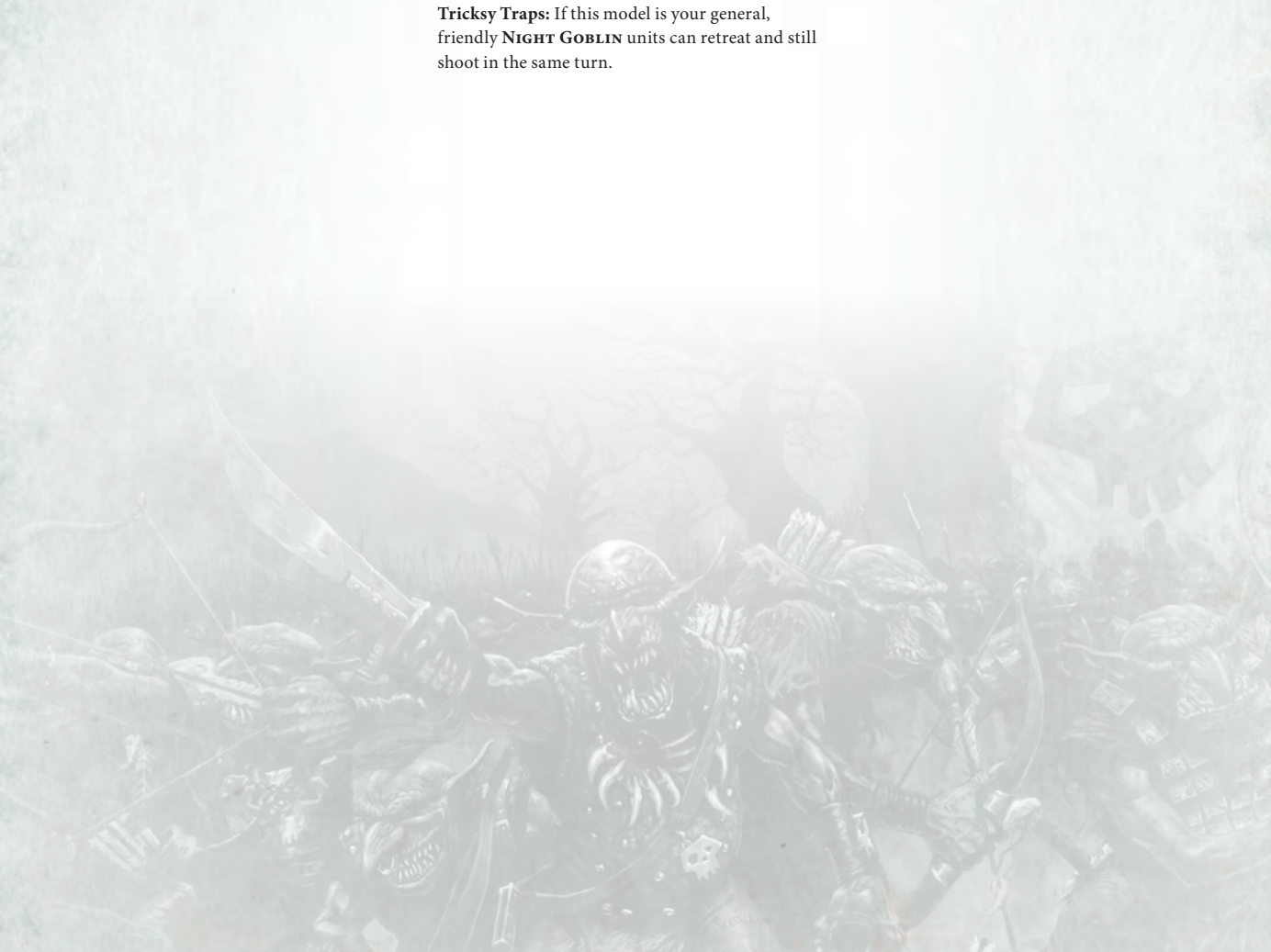
Gobbler's Killing Blow: If the unmodified hit roll for an attack made with this model's Gaping Maw is 6, that attack inflicts D3 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll).

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

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

COMMAND ABILITY

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



KEYWORDS

GOBLIN, NIGHT GOBLIN, HERO, SKARSNIK

SETTRA THE IMPERISHABLE



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

DESCRIPTION

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

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

ABILITIES

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

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

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

The Scarab Broach of Usirian: Roll a dice each time you allocate a wound or mortal wound to this model. On a 5+ the wound or mortal wound is negated.

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

COMMAND ABILITY

And He Did Say 'War', and the World Did Tremble...: You can use this command ability in your hero phase if this model is your general and is on the battlefield. If you do so, until your next hero phase you can re-roll hit rolls and wound rolls of 1 for attacks made by friendly **TOMB KING** units while they are wholly within 24" of this model.

WARSCROLLS

HIGH QUEEN KHALIDA



MISSILE WEAPONS

The Venom Staff

Range

18"

Attacks

1

To Hit

2+

To Wound

3+

Rend

-

Damage

D6

MELEE WEAPONS

The Venom Staff

Range

1"

Attacks

1

To Hit

2+

To Wound

3+

Rend

-

Damage

D6

DESCRIPTION

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

ABILITIES

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

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

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

COMMAND ABILITY

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

KEYWORDS

TOMB KINGS, HERO, HIGH QUEEN KHALIDA

PRINCE APOPHAS



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

DESCRIPTION

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

FLY: This model can fly.

ABILITIES

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

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

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

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

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

KEYWORDS

TOMB KINGS, HERO, PRINCE APOPHAS

VLAD VON CARSTEIN



MELEE WEAPONS

Blood Drinker

Range

1"

Attacks

6

To Hit

3+

To Wound

3+

Rend

-2

Damage

1

DESCRIPTION

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

ABILITIES

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

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

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

Carstein Ring: The first time this model is slain, before removing it from the battlefield, roll a dice. On a 1, this model is slain. On a 2+, this model is not slain, all wounds allocated to it are healed, and any that remain to be allocated to it are negated; then remove this model from the battlefield and set it up again within 18" of its original location and more than 3" from any enemy models.

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

MAGIC

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

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

COMMAND ABILITY

Slaves of Death: You can use this command ability in your hero phase if this model is your general and is on the battlefield. If you do so, pick 1 friendly **VAMPIRE COUNTS** unit wholly within 16" of this model. Until your next hero phase, add 1 to run rolls and charge rolls for that unit, and add 1 to wound rolls for attacks made by that unit.

KEYWORDS

VAMPIRE COUNTS, HERO, WIZARD, VLAD VON CARSTEIN

COUNT MANNFRED



MELEE WEAPONS

Gheistvor

Flailing Hooves

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

5

3+

3+

-1

D3

1"

2

4+

4+

-

1

DESCRIPTION

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

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

ABILITIES

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

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

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

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

MAGIC

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

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

COMMAND ABILITY

Vigour of Undeath: You can use this command ability in your hero phase if this model is your general and is on the battlefield. If you do so, pick 1 friendly **VAMPIRE COUNTS** unit wholly within 18" of this model. Until your next hero phase, you can re-roll hit and wound rolls of 1 for attacks made by that unit.

KEYWORDS

VAMPIRE COUNTS, HERO, WIZARD, COUNT MANNFRED

MANNFRED THE ACOLYTE



MELEE WEAPONS

Gheistvor

Range

1"

Attacks

4

To Hit

3+

To Wound

3+

Rend

-1

Damage

D3

DESCRIPTION

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

ABILITIES

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

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

MAGIC

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

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

KEYWORDS

VAMPIRE COUNTS, HERO, WIZARD, MANNFRED THE ACOLYTE



ISABELLA VON CARSTEIN



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

DESCRIPTION

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

ABILITIES

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

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

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

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

MAGIC

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

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

KEYWORDS

VAMPIRE COUNTS, HERO, WIZARD, ISABELLA VON CARSTEIN

WARSCROLLS

KONRAD VON CARSTEIN



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

DESCRIPTION

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

ABILITIES

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

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

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

KEYWORDS

VAMPIRE COUNTS, HERO, KONRAD VON CARSTEIN

HEINRICH KEMMLER, THE LICHEMASTER



MELEE WEAPONS

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

DESCRIPTION

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

ABILITIES

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

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

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

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

MAGIC

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

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

KEYWORDS

VAMPIRE COUNTS, HERO, WIZARD, HEINRICH KEMMLER

WARSCROLLS

KRELL, LORD OF UNDEATH



MELEE WEAPONS

Black Axe of Krell

Range

1"

Attacks

4

To Hit

3+

To Wound

3+

Rend

-1

Damage

D3

DESCRIPTION

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

ABILITIES

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

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

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

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

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

COMMAND ABILITY

Lord of Bones: You can use this command ability in your hero phase if this model is your general and is on the battlefield. If you do so, pick 1 friendly **VAMPIRE COUNTS** unit wholly within 18" of this model. Until your next hero phase, add 1 to the Attacks characteristic of that unit's melee weapons.

KEYWORDS

VAMPIRE COUNTS, HERO, KRELL

ZACHARIUS THE EVERLIVING



MISSILE WEAPONS

Pestilential Breath

Range

9"

Attacks

1

To Hit

3+

To Wound

*

Rend

-3

Damage

D6

MELEE WEAPONS

Staff of Kaphamon

Range

1"

Attacks

4

To Hit

3+

To Wound

3+

Rend

-1

Damage

D3

Maw

Range

3"

Attacks

2

To Hit

4+

To Wound

3+

Rend

-2

Damage

D6

Sword-like Claws

Range

2"

Attacks

*

To Hit

4+

To Wound

3+

Rend

-1

Damage

2

DAMAGE TABLE

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

DESCRIPTION

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

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

FLY: This model can fly.

ABILITIES

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

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

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

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

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

MAGIC

This model is a **WIZARD**. He can attempt to cast 2 spells in your hero phase, and attempt to unbind 1 spell in your enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Hand of Dust spells.

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

KEYWORDS

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

WARSCROLLS

TYRION



MISSILE WEAPONS

Range	Attacks	To Hit	To Wound	Rend	Damage
8"	6	3+	4+	-	1

MELEE WEAPONS

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	6	2+	3+	-2	D3
1"	2	3+	3+	-	1

DESCRIPTION

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

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

ABILITIES

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

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

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

COMMAND ABILITY

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

KEYWORDS

HIGH ELF, HERO, TYRION

WARSCROLLS

TECLIS



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

DESCRIPTION

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

ABILITIES

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

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

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

MAGIC

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

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

KEYWORDS

HIGH ELF, HERO, WIZARD, TECLIS

WARSCROLLS

ELTHARION THE GRIM

ON STORMWING



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

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

DESCRIPTION

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

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

FLY: This model can fly.

ABILITIES

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

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

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

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

MAGIC

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

COMMAND ABILITY

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

KEYWORDS

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

PRINCE IMRIK



MISSILE WEAPONS

Dragonfire

Range

8"

Attacks

To Hit

To Wound

Rend

Damage

See below

MELEE WEAPONS

Range

Attacks

To Hit

To Wound

Rend

Damage

Star Lance

2"

3

3+

3+

-1

2

Claws

2"

✱

4+

3+

-1

2

Fearsome Jaws

3"

3

4+

✱

-2

D6

DAMAGE TABLE

Wounds Suffered

Move

Claws

Fearsome Jaws

0-3

14"

6

2+

4-6

12"

5

3+

7-9

10"

4

3+

10-12

8"

3

4+

13+

6"

2

4+

DESCRIPTION

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

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

FLY: This model can fly.

ABILITIES

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

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

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

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

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

COMMAND ABILITY

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

KEYWORDS

HIGH ELF, HERO, MONSTER, PRINCE IMRIK

ALITH ANAR, THE SHADOW KING



MISSILE WEAPONS

The Moonbow

Range

24"

Attacks

D3

To Hit

3+

To Wound

3+

Rend

-3

Damage

D3

MELEE WEAPONS

Ithilmar Longsword

Range

1"

Attacks

4

To Hit

3+

To Wound

4+

Rend

-

Damage

1

DESCRIPTION

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

ABILITIES

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

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

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

COMMAND ABILITY

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

KEYWORDS

HIGH ELF, HERO, ALITH ANAR

ALARIELLE THE RADIANT



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

DESCRIPTION

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

ABILITIES

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

Chaos Bane: When the Stave of Avelorn is used as a melee weapon, it has a Damage characteristic of D6 instead of D3 if the target is a **CHAOS** model.

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

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

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

MAGIC

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

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

KEYWORDS

HIGH ELF, HERO, WIZARD, ALARIELLE THE RADIANT

WARSCROLLS

CARADRYAN



MELEE WEAPONS

The Phoenix Blade

Range

2"

Attacks

4

To Hit

3+

To Wound

3+

Rend

-1

Damage

D3

DESCRIPTION

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

ABILITIES

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

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

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

COMMAND ABILITY

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

KEYWORDS

HIGH ELF, PHOENIX GUARD, HERO, CARADRYAN

WARSCROLLS

KORHIL



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Woodsman's Axe	1"	3	3+	3+	-	1
Chayal	1"	2	3+	3+	-1	D3

DESCRIPTION

Korhil is a named character that is a single model. He is armed with a Woodsman's Axe and Chayal.

ABILITIES

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

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

COMMAND ABILITY

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



KEYWORDS	HIGH ELF, WHITE LION, HERO, KORHIL
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WARSCROLLS

ARALOTH



MISSILE WEAPONS

Sharp Beak

Range

18"

Attacks

1

To Hit

4+

To Wound

4+

Rend

-

Damage

1

MELEE WEAPONS

Starlight Spear

Range

2"

Attacks

4

To Hit

3+

To Wound

3+

Rend

-1

Damage

1

DESCRIPTION

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

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

ABILITIES

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

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

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

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

KEYWORDS

WOOD ELF, HERO, ARALOTH

ORION, KING IN THE WOODS



MISSILE WEAPONS

Hawk's Talon	24"	6	3+	3+	-1	1
Spear of Kurnous	12"	1	3+	3+	-2	D3

MELEE WEAPONS

Hounds' Slaving Jaws	1"	2	3+	3+	-	1
Spear of Kurnous	3"	5	3+	3+	-2	3

DESCRIPTION

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

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

ABILITIES

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

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

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

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

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

COMMAND ABILITY

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

KEYWORDS

WOOD ELF, HERO, ORION

WARSCROLLS

THE SISTERS OF TWILIGHT

ON CEITHIN-HAR



MISSILE WEAPONS

Talon of Dawn

Range

20"

Attacks

1

To Hit

3+

To Wound

3+

Rend

-1

Damage

D6

Talon of Dusk

Range

20"

Attacks

2D6

To Hit

3+

To Wound

5+

Rend

-1

Damage

1

MELEE WEAPONS

Twilight Spears

Range

2"

Attacks

6

To Hit

3+

To Wound

4+

Rend

-1

Damage

1

Gaping Maw

Range

2"

Attacks

2

To Hit

4+

To Wound

☼

Rend

-2

Damage

D6

Dagger-like Talons

Range

2"

Attacks

☼

To Hit

4+

To Wound

3+

Rend

-1

Damage

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

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

FLY: This model can fly.

ABILITIES

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

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

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

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

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

KEYWORDS

WOOD ELF, HERO, MONSTER, SISTERS OF TWILIGHT

WARSCROLLS

DURTHU



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

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

DESCRIPTION

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

ABILITIES

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

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

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

KEYWORDS

WOOD ELF, FOREST SPIRIT, HERO, MONSTER, DURTHU



WARSCROLLS

DRYCHA



MELEE WEAPONS

Vicious Talons

Range

1"

Attacks

4

To Hit

4+

To Wound

4+

Rend

-1

Damage

1

DESCRIPTION

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

ABILITIES

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

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

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

KEYWORDS

WOOD ELF, FOREST SPIRIT, HERO, DRYCHA

WARSCROLLS

MALEKITH, THE WITCH KING OF NAGGAROTH

ON SERAPHON



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

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

DESCRIPTION

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

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

FLY: This model can fly.

ABILITIES

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

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

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

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

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

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

MAGIC

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

BLADEWIND

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

COMMAND ABILITIES

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

KEYWORDS

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

HELLEBRON, THE BLOOD QUEEN OF HAR GANETH



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

DESCRIPTION

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

ABILITIES

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

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

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

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

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

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

KEYWORDS

DARK ELF, WITCH ELF, HERO, PRIEST, HELLEBRON

HELLEBRON, THE BLOOD QUEEN OF HAR GANETH

ON CAULDRON OF BLOOD



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

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

DESCRIPTION

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

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

ABILITIES

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

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

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

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

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

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

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

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

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

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

COMMAND ABILITIES

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

KEYWORDS

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

MORATHI, THE HAG SORCERESS OF GHROND

ON SULEPHET



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

DESCRIPTION

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

MOUNT: Sulephet attacks with her Bite.

FLY: This model can fly.

ABILITIES

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

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

Thousand and One Dark Blessings: Subtract 1 from hit rolls for attacks that target this model.

MAGIC

This model is a **WIZARD**. She can attempt to cast two spells in your hero phase, and attempt to unbind two spells in the enemy hero phase. She knows the Arcane Bolt, Mystic Shield, Arnzipal's Black Horror and Word of Pain spells.

ARNZIPAL'S BLACK HORROR

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

WORD OF PAIN

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

KEYWORDS

DARK ELF, WITCH ELF, HERO, WIZARD, MORATHI

WARSCROLLS

MALUS DARKBLADE

ON SPITE



MELEE WEAPONS

Warpword of Khaine

Teeth and Claws

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

6

3+

2+

-2

1

1"

3

3+

3+

-1

1

DESCRIPTION

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

MOUNT: Spite attacks with his Teeth and Claws.

ABILITIES

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

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

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

COMMAND ABILITIES

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

KEYWORDS

DARK ELF, HERO, DREADLORD, MALUS DARKBLADE

SHADOWBLADE, THE DEATH THAT WALKS UNSEEN



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

DESCRIPTION

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

ABILITIES

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

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

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

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

KEYWORDS

DARK ELF, HERO, KHAINITE ASSASSIN, SHADOWBLADE

LOKHIR FELLHEART, KRAKENLORD OF KAROND KAR



MELEE WEAPONS

The Red Blades

Range

3"

Attacks

6

To Hit

3+

To Wound

3+

Rend

-1

Damage

1

DESCRIPTION

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

ABILITIES

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

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

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

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

COMMAND ABILITIES

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

KEYWORDS

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

KING LOUEN LEONCOEUR



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Sword of Couronne	2"	6	3+	3+	-1	D3
Talons	2"	5	4+	☀	-1	1
Razor-sharp Beak	2"	1	☀	3+	-2	D6

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

DESCRIPTION

King Louen Leoncoeur is a named character that is a single model. He is armed with the Sword of Couronne.

MOUNT: This model's Hippogryph, Beaquis, attacks with his Talons and Razor-sharp Beak.

FLY: This model can fly.

ABILITIES

Beloved Son of Bretonnia: If this model is your general and is slain, subtract 1 from the Bravery characteristic of friendly **BRETONNIAN** units until the end of the turn in which he was slain. Then, at the start of the turn after he was slain, add 1 to the Bravery characteristic of friendly **BRETONNIAN** units for the rest of the battle.

Crown of Bretonnia: If this model is your general, do not take battleshock tests for friendly **BRETONNIAN** units while they are wholly within 24" of this model.

The Lady's Champion: Roll a dice each time you allocate a wound or mortal wound to this model. On a 5+ that wound or mortal wound is negated. In addition, in your hero phase you can heal 1 wound allocated to this model.

The Lion's Shield: This model can attempt to unbind one spell in the enemy hero phase in the same manner as a **WIZARD**.

The Puissant Virtue: You can re-roll hit rolls for attacks made with the Sword of Couronne that target a **HERO**.

The Sword of Couronne: Subtract 1 from hit rolls for attacks made by enemy models while they are within 1" of this model.

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

COMMAND ABILITY

King of the Realm: You can use this command ability in your hero phase if this model is your general and is on the battlefield. If you do so, until your next hero phase, add 1 to hit rolls for attacks made by friendly **KNIGHTLY** units while they are wholly within 18" of this model. This ability has no effect on the mounts of **KNIGHTLY** units.

KEYWORDS

BRETONNIAN, KNIGHTLY, MONSTER, HERO, KING LOUEN LEONCOEUR

THE FAY ENCHANTRESS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Blessed Blade	1"	3	4+	4+	-1	1
Enchanted Horn	1"	1	4+	3+	-1	2
Silvershod Hooves	1"	3	4+	4+	-	1

DESCRIPTION

The Fay Enchantress is a named character that is a single model. She is armed with the Blessed Blade.

MOUNT: This model's steed, Silveron, attacks with his Enchanted Horn and Silvershod Hooves.

ABILITIES

Chalice of Potions: Once in each of your hero phases, when this model attempts to cast a spell, instead of making an casting roll you can say this model is using the Chalice of Potions. If you do so, that spell is automatically cast (do not roll 2D6) and cannot be unbound. After the effect of the spell has been resolved, roll a dice. On a 1, this ability cannot be used again that battle.

Favour of the Fay: After armies are set up, but before the first battle round begins, if this model is on the battlefield you can pick 1 friendly **BRETONNIAN HERO** model. You can add 1 to hit rolls for attacks made by that model for the rest of the battle. This ability has no effect on a model's mount.

Girdle of Gold: Roll a dice each time you allocate a wound or mortal wound to this model. On a 4+, that wound or mortal wound is negated.

Silveron's Enchanted Horn: You can re-roll hit rolls for attacks made with Silveron's Enchanted Horn if this model made a charge move in the same turn.

Spiteful Glance: At the start of the combat phase, pick 1 enemy unit within 3" of this model and roll a dice. On a 4+, that enemy unit suffers 1 mortal wound.

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

MAGIC

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

The Doom of Dol: Doom of Dol has a casting value of 6. If successfully cast, pick 1 enemy **HERO** within 24" of the caster and visible to them. For the rest of the battle, you can re-roll wound rolls of 1 for attacks that target that **HERO**.

KEYWORDS

BRETONNIAN, HERO, WIZARD, FAY ENCHANTRESS

THE GREEN KNIGHT



MELEE WEAPONS

The Dolorous Blade

Ghostly Hooves

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

4

3+

3+

-1

2

1"

2

4+

3+

-

1

DESCRIPTION

The Green Knight is a named character that is a single model. He is armed with the Dolorous Blade.

MOUNT: This model's Warhorse, Shadow Steed, attacks with its Ghostly Hooves.

FLY: This model can fly.

ABILITIES

Aura of the Fay: If this model is slain, roll a dice. On a 1, this model is slain. On a 2+, this model is not slain, all wounds allocated to it are healed, and any that remain to be allocated to it are negated; then remove this model from the battlefield and set it up again within 3" of a **CITADEL WOOD** terrain feature and more than 9" from any enemy models.

Blessings of the Lady: Roll a dice each time you allocate a wound or mortal wound to this model. On a 6+ that wound or mortal wound is negated.

Ethereal: Ignore modifiers (positive or negative) when making save rolls for attacks that target this model.

Guardian of the Sacred Sites: Instead of setting up this model on the battlefield, you must place this model to one side and say that it is guarding a sacred site as a reserve unit. If this model is not on the battlefield at the end of your movement phase, roll a dice. On a 3+, you must set up this model wholly within 3" of a **CITADEL WOOD** terrain feature, and more than 9" from any enemy units.

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

KEYWORDS

BRETONNIAN, KNIGHTLY, HERO, GREEN KNIGHT

HIGH KING THORGRIM GRUDGEBEARER



MELEE WEAPONS

The Axe of Grimnir

Runic Hammers

Range

1"

1"

Attacks

4

4

To Hit

3+

3+

To Wound

3+

4+

Rend

-2

-

Damage

3

1

DESCRIPTION

High King Thorgrim Grudgebearer is a named character that is a single model. He is armed with the Axe of Grimnir.

MOUNT: This model is mounted on the Throne of Power, which is held by four Thronebearers that attack with their Runic Hammers.

ABILITIES

The Armour of Skaldour: You can re-roll save rolls for attacks with a Damage characteristic of more than 1 that target this model.

Great Book of Grudges: After armies are set up, but before the first battle round begins, if this model is on the battlefield you can pick 1 enemy unit. You can re-roll hit rolls of 1 for attacks made by friendly **DWARF** units that target that enemy unit for the rest of the battle.

The High King: If this model is your general and is slain, add 1 to the Attacks characteristic of melee weapons used by friendly **DWARF** units for the rest of the battle.

Resolute: Add 1 to wound rolls for attacks made with melee weapons by this model if it made a charge move in the same turn.

The Throne of Power: Roll a dice each time you allocate a wound or mortal wound to this model. On a 4+ that wound or mortal wound is negated.

COMMAND ABILITY

Smite Them!: You can use this command ability in your hero phase if this model is your general and is on the battlefield. If you do so, until your next hero phase, add 1 to wound rolls for attacks made by friendly **DWARF** units while they are wholly within 18" of this model.

KEYWORDS

DWARF, HERO, HIGH KING THORGRIM GRUDGEBEARER

THOREK IRONBROW



MELEE WEAPONS

Klad Brakak

Runic Hammers

Range

Attacks

To Hit

To Wound

Rend

Damage

2"

2

3+

3+

-1

2

1"

4

3+

4+

-1

1

DESCRIPTION

Thorek Ironbrow is a named character that is a single model. He is armed with Klad Brakak.

CREW: This model has an Anvil Guard crew that attack with their Runic Hammers. For rules purposes, the crew are treated in the same manner as a mount.

ABILITIES

Ancestral Shield: Roll a dice each time you allocate a wound or mortal wound to this model. On a 5+, that wound or mortal wound is negated.

Anvil of Doom: This model cannot make charge moves.

Klad Brakak: If any wounds inflicted by Klad Brakak are allocated to an enemy model and not negated, any artefacts of power that model has cannot be used for the rest of the battle.

Master Runes of Spellbreaking: This model can attempt to unbind two spells in the enemy hero phase as if it were a **WIZARD**. In addition, add 2 to unbinding rolls for this model.

Rune Lore: In your hero phase, this model can strike 1 of the following runes. If it does so, pick one of the runes and then make a strike roll by rolling a dice. On a 1, the strike is unsuccessful. On a 2+, the strike is successful.

Rune of Hearth and Home: If this rune is successfully struck, pick 1 friendly **DWARF** unit within 24" of this model and visible to it. Until your next hero phase, do not take battleshock tests for that unit.

Rune of Oath and Steel: If this rune is successfully struck, pick 1 friendly **DWARF** unit within 24" of this model and visible to it. Until your next hero phase, add 1 to save rolls for attacks that target that unit.

Rune of Wrath and Ruin: If this rune is successfully struck, pick 1 enemy unit within 24" of this model and visible to it. That unit suffers D3 mortal wounds.

Kraggi: You can re-roll strike rolls for this model while this model is within 4" of a friendly **KRAGGI**.

KEYWORDS

DWARF, HERO, PRIEST, THOREK IRONBROW

WARSCROLLS

KRAGGI



MELEE WEAPONS

Forging Tongs

Range

1"

Attacks

1

To Hit

4+

To Wound

5+

Rend

-

Damage

1

DESCRIPTION

Kraggi is a named character that is a single model. He is armed with a pair of Forging Tongs.

ABILITIES

Assistant of the Forge: This model's Forging Tongs have an Attacks characteristic of 3 instead of 1 while this model is within 4" of a friendly **THOREK IRONBROW**.



KEYWORDS

DWARF, HERO, PRIEST, KRAGGI

BELEGAR IRONHAMMER



MELEE WEAPONS

Hammer of Angrund

Range

1"

Attacks

4

To Hit

3+

To Wound

3+

Rend

-1

Damage

D3

DESCRIPTION

Belegar Ironhammer is a named character that is a single model. He is armed with the Hammer of Angrund.

ABILITIES

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

Revenge Incarnate: Once per battle, at the start of the combat phase, you can double the Attacks characteristic of the Hammer of Angrund for the rest of that combat phase.

Resolute: Add 1 to wound rolls for attacks made with melee weapons by this model if it made a charge move in the same turn.

Shield of Defiance: Change the Damage characteristic of attacks that target this model made with weapons with a Damage characteristic of more than 1, to a Damage characteristic of 1.

COMMAND ABILITY

Oath of Vengeance: You can use this command ability in your combat phase if this model is your general and is on the battlefield. If you do so, until the end of that combat phase, add 1 to the Attacks characteristic of melee weapons used by friendly **DWARF** units while they are wholly within 12" of this model.

KEYWORDS

DWARF, HERO, BELEGAR IRONHAMMER

WARSCROLLS

JOSEF BUGMAN



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bugman's Crossbow	20"	1	3+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ol' Trustworthy	1"	4	3+	3+	-1	1

DESCRIPTION

Josef Bugman is a named character that is a single model. He is armed with Ol' Trustworthy and Bugman's Crossbow.

ABILITIES

Bugman's Tankard: In your hero phase, you can pick 1 friendly **DWARF HERO** within 3" of this model. Heal up to D3 wounds allocated to that model.

Liquid Fortification: At the start of your hero phase, pick 1 friendly **DWARF** unit within 3" of this model and roll a dice. On a 1, that unit suffers 1 mortal wound. On a 2-5, until your next hero phase, do not take battleshock tests for that unit. On a 6, until your next hero phase, do not take battleshock tests for that unit, and re-roll save rolls of 1 for attacks that target that unit.

Resolute: Add 1 to wound rolls for attacks made with melee weapons by this model if it made a charge move in the same turn.

COMMAND ABILITY

Bugman's Rangers: You can use this command ability in your shooting phase if this model is on the battlefield. If you do so, pick 1 friendly **DWARF QUARRELLERS** unit wholly within 12" of this model. Add 1 to hit rolls for attacks made with missile weapons by that unit in that shooting phase.

KEYWORDS

DWARF, HERO, JOSEF BUGMAN

WARSCROLLS

GRIMM BURLOKSSON



MISSILE WEAPONS

Grudge-Raker	16"	D6	3+	3+	-1	1
Brace of Dwarf Pistols	9"	2	3+	3+	-1	1

MELEE WEAPONS

Steam-powered Gauntlet	1"	1	4+	3+	-1	D3
Cog Axe	1"	3	3+	3+	-1	1

DESCRIPTION

Grimm Burloksson is a named character that is a single model. He is armed with a Brace of Dwarf Pistols, Grudge-Raker, a Cog Axe and a Steam-powered Gauntlet.

ABILITIES

Entrenchment: After armies are set up, but before the first battle round begins, you can pick 1 friendly **DWARF WAR MACHINE** that is on the battlefield. That unit receives the benefit of cover until it makes a move.

Master Engineer: In your hero phase, you can pick 1 friendly **DWARF WAR MACHINE** within 1" of this model. You can heal up to D3 wounds allocated to that model.

Master of Accuracy: At the start of your shooting phase, you can pick 1 friendly **DWARF** unit within 3" of this model, and then pick 1 missile weapon that unit is armed with. Add 6" to the Range characteristic of that missile weapon when it is used by that unit in that shooting phase.

Resolute: Add 1 to wound rolls for attacks made with melee weapons by this model if it made a charge move in the same turn.

KEYWORDS

DWARF, ENGINEER, HERO, GRIMM BURLOKSSON

WARSCROLLS

KROQ-GAR ON GRYMLOQ



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hand of Gods	18"	D6	3+	4+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Revered Spear of Tlanxla	2"	3	3+	3+	-1	D3
Clawed Forelimbs	2"	2	*	3+	-	2
Massive Jaws	2"	*	4+	3+	-1	3

DAMAGE TABLE			
Wounds Suffered	Move	Clawed Forelimbs	Massive Jaws
0-2	10"	3+	5
3-4	10"	4+	4
5-7	8"	4+	3
8-9	8"	5+	2
10+	6"	5+	1

DESCRIPTION

Kroq-Gar is a named character that is a single model. He is armed with the Hand of Gods and the Revered Spear of Tlanxla.

MOUNT: This model's Carnosaur, Grymloq, attacks with its Clawed Forelimbs and Massive Jaws.

ABILITIES

Blood Frenzy: If any wounds inflicted by Grymloq's Massive Jaws are allocated to an enemy model and not negated, you can re-roll hit rolls of 1 for attacks made with Grymloq's Massive Jaws for the rest of the battle.

Bloodroar: Subtract 1 from the Bravery characteristic of enemy units that are within 12" of any models with this ability. Subtract 2 from the Bravery characteristic of enemy units instead while they are within 3" of any models with this ability.

Predatory Fighter: If the unmodified hit roll for an attack made by this model is 6, that attack inflicts 2 hits on that target instead of 1. Make a wound and save roll for each hit. This ability has no effect on this model's mount.

Sacred Spawning of Xhotl: Roll a dice each time you allocate a wound or mortal wound to this model. On a 5+ that wound or mortal wound is negated.

COMMAND ABILITY

Ancient Warlord: You can use this command ability in your hero phase if this model is your general and is on the battlefield. If you do so, until your next hero phase, you can re-roll hit rolls of 1 for attacks made by friendly **LIZARDMEN SAURUS** units while they are wholly within 18" of this model.

KEYWORDS

LIZARDMEN, SAURUS, MONSTER, HERO, KROQ-GAR

WARSCROLLS

GOR-ROK



MELEE WEAPONS

The Mace of Ulumak

Range

1"

Attacks

4

To Hit

3+

To Wound

3+

Rend

-1

Damage

2

DESCRIPTION

Gor-Rok is a named character that is a single model. He is armed with the Mace of Ulumak.

ABILITIES

Resilient: Change the Damage characteristic of attacks that target this model made with weapons with a Damage characteristic of more than 1, to a Damage characteristic of 1.

The Shield of Aeons: Roll a dice for each enemy unit that finishes a charge move within 1" of this model. On a 4+, that unit suffers 1 mortal wound.

Predatory Fighter: If the unmodified hit roll for an attack made by this model is 6, that attack inflicts 2 hits on that target instead of 1. Make a wound and save roll for each hit.

COMMAND ABILITY

Scent of Weakness: You can use this command ability in your hero phase if this model is your general and is on the battlefield. If you do so, pick 1 enemy unit within 18" of this model. Until your next hero phase, you can re-roll hit rolls for attacks made by friendly **LIZARDMEN SAURUS** units that target that unit.

KEYWORDS

LIZARDMEN, SAURUS, HERO, GOR-ROK

WARSCROLLS

TEHENHAUIN



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tide of Serpents	8"	4	5+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Blade of the Serpent's Tongue	2"	4	3+	4+	-1	1

DESCRIPTION

Tehenhuain is a named character that is a single model. He armed with the Blade of the Serpent's Tongue and a Tide of Serpents.

ABILITIES

Hatred (Skaven): You can re-roll wound rolls for attacks made with melee weapons by this model that target **SKAVEN**.

Plaque of Sotek: Roll a dice each time you allocate a wound or mortal wound to this model. On a 5+ that wound or mortal wound is negated.

Prophet of Sotek: If this model is your general, you can re-roll hit rolls of 1 for friendly **LIZARDMEN SKINK** units while they are wholly within 18" of this model.

Poisoned Attacks: If the unmodified hit roll for an attack made by this model is 6, the target suffers 1 mortal wound and the attack sequence ends (do not make a wound or save roll).

MAGIC

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

Power of Sotek: Power of Sotek has a casting value of 6. If successfully cast, pick 1 friendly **LIZARDMEN SKINK** unit wholly within 24" of the caster and visible to them. Until your next hero phase, you can add 1 to wound rolls for attacks made with melee weapons by that unit.

KEYWORDS

LIZARDMEN, SKINK, HERO, WIZARD, TEHENHAUIN

WARSCROLLS

TETTO'EKO



MELEE WEAPONS

Stellar Staff

Range

2"

Attacks

1

To Hit

4+

To Wound

4+

Rend

-1

Damage

D3

DESCRIPTION

Tetto'eko is a named character that is a single model. He is armed with the Stellar Staff.

FLY: This model can fly.

ABILITIES

The Eye of the Old Ones: After armies are set up, but before the first battle round begins, if this model is your general and is on the battlefield you can pick D3 friendly **LIZARDMEN** units wholly within 18" of this model. Each unit you pick can make 1 normal move (but cannot run).

Herald of Cosmic Events: At the start of your hero phase roll a dice. On a 1, subtract 1 from casting rolls for friendly **LIZARDMEN WIZARDS** in that hero phase. On a 2+, add 1 to casting rolls for friendly **LIZARDMEN WIZARDS** in that hero phase.

Minor Shield of the Old Ones: Roll a dice each time you allocate a wound or mortal wound to this model. On a 5+ that wound or mortal wound is negated.

The Stellar Staff: In your shooting phase, you can pick a point on the battlefield within 18" of this model that is visible to them. Roll a dice for each unit within 3" of that point. On a 4+, that unit suffers D3 mortal wounds.

MAGIC

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

Curse of Fates: Curse of Fates has a casting value of 6. If successfully cast, pick 1 enemy unit within 20" of the caster and visible to them. Until your next hero phase, re-roll unmodified hit rolls of 6 for attacks made by that unit.

KEYWORDS

LIZARDMEN, SKINK, HERO, WIZARD, TETTO'EKO

WARSCROLLS

OXYOTL



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Golden Blowpipe of P'toohee	16"	6	3+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dagger	1"	2	5+	5+	-	1

DESCRIPTION

Oxyotl is a named character that is a single model. He is armed with the Golden Blowpipe of P'toohee and a Dagger.

ABILITIES

Chameleon: You can re-roll save rolls for attacks made by missile weapons that target this model while this model is within 1" of a terrain feature.

He that Hunts Unseen: Instead of setting up this model on the battlefield, you can place it to one side and say that it is set up hunting as a reserve unit. If you do so, at the end of any of your movement phases, you can set up this unit on the battlefield more than 9" from any enemy units. At the end of the battle, if this model is in reserve and not on the battlefield, it counts as being slain.

Master Predator: Add 2 to wound rolls for attacks made with the Golden Blowpipe of P'toohee if this model has not made a normal move in the same turn.

Poisoned Attacks: If the unmodified hit roll for an attack made by this model is 6, the target suffers 1 mortal wound and the attack sequence ends (do not make a wound or save roll).

KEYWORDS

LIZARDMEN, SKINK, HERO, OXYOTL

WARSCROLLS

TIKTAQ'TO



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Blade of Ancient Skies	1"	3	3+	4+	-3	1
Razor-sharp Beak	1"	5	4+	4+	-	1

DESCRIPTION

Tiktak'to is a named character that is a single model. He is armed with the Blade of Ancient Skies.

MOUNT: This model's Terradon, Zwup, attacks with its Razor-sharp Beak.

FLY: This model can fly.

ABILITIES

The Blade of Ancient Skies: Add 1 to hit rolls for attacks made with the Blade of Ancient Skies that target a unit that can fly.

Drop Rocks: Once per battle, after this model has moved, pick 1 enemy unit that has any models that this model passed across, and roll a dice. On a 2+, that enemy unit suffers D3 mortal wounds.

Mask of Heavens: You can re-roll hit rolls of 1 for attacks made by friendly **LIZARDMEN TERRADON RIDERS** units while they are wholly within 9" of this model. In addition, subtract 1 from hit rolls for attacks made with missile weapons that target friendly **LIZARDMEN TERRADON RIDERS** units while they are wholly within 9" of this model.

Master of Skies: Instead of setting up this model on the battlefield, you can place this model to one side and say that it is set up in aerial ambush as a reserve unit. If you do so, when you would set up another friendly **LIZARDMEN TERRADON RIDERS** unit, instead of setting up that unit on the battlefield, you can say that it is joining this model in aerial ambush as a reserve unit. 1 unit can join this model in this way. At the end of your first movement phase, you can set up this model anywhere on the battlefield, more than 9" from any enemy units; then set up any unit that joined this model wholly within 12" of this model and more than 9" from any enemy units.

KEYWORDS

LIZARDMEN, SKINK, HERO, TERRADON RIDERS, TIKTAQ'TO

WARSCROLLS

CHAKAX



MELEE WEAPONS

The Star-stone Mace

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

DESCRIPTION

Chakax is a named character that is a single model. He is armed with the Star-stone Mace.

ABILITIES

Eternity Warden: You can re-roll hit rolls for attacks made by this model that target a **HERO**.

Helm of the Prime Guardian: Enemy units that are set up in reserve cannot be set up on the battlefield within 12" of this model.

Key to the Eternity Chamber: Roll a dice each time you allocate a wound or mortal wound to this model while this model is within 3" of an enemy **HERO**. On a 5+, that wound or mortal wound is negated. In addition, enemy **HEROES** that are within 3" of this model at the start of the combat phase fight at the end of that combat phase, after the players have picked any other units to fight in that combat phase.

Predatory Fighter: If the unmodified hit roll for an attack made by this model is 6, that attack inflicts 2 hits on that target instead of 1. Make a wound and save roll for each hit.

The Star-stone Mace: If the unmodified wound roll for an attack made by this model is 6, and the target of that attack has an artefact of power, then that artefact of power cannot be used for the rest of the battle.

Ultimate Bodyguard: Do not take battleshock tests for friendly **LIZARDMEN TEMPLE GUARD** units while they are wholly within 12" of this model.

KEYWORDS

LIZARDMEN, SAURUS, HERO, CHAKAX

WARSCROLLS

KARL FRANZ

ON DEATHCLAW



MELEE WEAPONS

Ghal Maraz
Deadly Beak
Razor Claws

Range

1"
2"
2"

Attacks

4
2
*

To Hit

3+
3+
3+

To Wound

2+
3+
3+

Rend

-3
-2
-1

Damage

D3
*
2

DAMAGE TABLE

Wounds Suffered	Move	Deadly Beak	Razor Claws
0-3	15"	D6	6
4-6	13"	D6	5
7-9	11"	D3	4
10-11	9"	D3	3
12+	7"	1	2

DESCRIPTION

Karl Franz on Deathclaw is a named character that is a single model. He is armed with Ghal Maraz.

MOUNT: This model's Griffon, Deathclaw, attacks with his Deadly Beak and Razor Claws.

FLY: This model can fly.

ABILITIES

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

Hold the Line! If this model is your general, add 2 to the Bravery characteristic of friendly **EMPIRE** units while they are wholly within 12" of this model.

The Silver Seal: Roll a dice each time you allocate a wound or mortal wound to this model. Add 1 to the dice roll if the wound or mortal wound was inflicted by a spell. On a 4+ that wound or mortal wound is negated.

COMMAND ABILITY

Leader of Men: You can use this command ability in your hero phase if this model is your general and is on the battlefield. If you do so, until your next hero phase, add 1 to hit rolls for attacks made by friendly **EMPIRE** units while they are wholly within 24" of this model. This ability has no effect on the mounts of **EMPIRE** units.

KEYWORDS

EMPIRE, MONSTER, HERO, KARL FRANZ

WARSCROLLS

KURT HELBORG



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Solland Runefang	1"	4	3+	2+	-3	1
Krieglust's Steel-shod Hooves	1"	2	4+	4+	-	1

DESCRIPTION

Kurt Helborg is a named character that is a single model. He is armed with the Solland Runefang.

MOUNT: This model's steed, Krieglust, attacks with its Steel-shod Hooves.

ABILITIES

Captain of the Reiksguard: Do not take battleshock tests for friendly units of **EMPIRE REIKSGUARD KNIGHTS** while they are wholly within 18" of this model.

Laurels of Victory: If an enemy unit takes a battleshock test while it is within 3" of this model, double the modifier for the number of models from that unit that were slain when you work out the modifiers for that battleshock roll.

COMMAND ABILITY

Destroy The Emperor's Foes! You can use this command ability in the combat phase if this model is on the battlefield. If you do so, pick 1 friendly **EMPIRE REIKSGUARD KNIGHTS** unit wholly within 18" of this model. You can re-roll hit rolls for attacks made with melee weapons by that unit in that combat phase. This ability has no effect on the mounts of **EMPIRE REIKSGUARD KNIGHTS** units.

KEYWORDS

EMPIRE, HERO, REIKSGUARD KNIGHTS, KURT HELBORG

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WARSCROLLS

BALTHASAR GELT



MELEE WEAPONS

Staff of Volans
Iron-hard Hooves

Range

1"
1"

Attacks

2
2

To Hit

4+
4+

To Wound

3+
4+

Rend

-1
-

Damage

D3
1

DESCRIPTION

Balthasar Gelt is a named character that is a single model. He is armed with the Staff of Volans.

MOUNT: This model's Pegasus attacks with its Iron-hard Hooves.

FLY: This model can fly.

ABILITIES

Amulet of Sea Gold: Add 1 to unbinding rolls for this model for each enemy **WIZARD** within 30" of this model when the unbinding roll is made.

Cloak of Molten Gold: Roll a dice each time you allocate a wound to this model that was inflicted by a missile weapon. On a 3+, that wound is negated.

Staff of Volans: Add 2 to casting rolls for this model.

MAGIC

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

Searing Doom: Searing Doom has a casting value of 6. If successfully cast, pick 1 enemy unit within 18" of the caster and visible to them, and roll 6 dice. For each roll that is equal to or greater than that unit's Save characteristic, that unit suffers 1 mortal wound. (For example, a unit with a save of 4+ would suffer 1 mortal wound for each dice roll of 4 or more.) Units with a save of '-' are not affected by this spell.

KEYWORDS

EMPIRE, HERO, WIZARD, BALTHASAR GELT

WARSCROLLS

LUDWIG SCHWARZHELM



MELEE WEAPONS

Sword of Justice

Steel-shod Hooves

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

3

3+

3+

-

1

1"

2

4+

4+

-

1

DESCRIPTION

Ludwig Schwarzhelm is a named character that is a single model. He is armed with the Sword of Justice.

MOUNT: This model's Warhorse attacks with its Steel-shod Hooves.

ABILITIES

The Emperor's Bodyguard: Roll a dice before you allocate a wound or mortal wound to a friendly **KARL FRANZ** while that model is within 3" of this model. On a 2+, allocate that wound or mortal wound to this model.

The Emperor's Standard: You can re-roll battleshock rolls for friendly **EMPIRE** units while they are wholly within 24" of this model.

The Sword of Justice: If the unmodified wound roll for an attack made with the Sword of Justice is 6, that attack inflicts 2 mortal wounds on the target and the attack sequence ends (do not make a save roll).

KEYWORDS

EMPIRE, HERO, TOTEM, LUDWIG SCHWARZHELM

WARSCROLLS

MARIUS LEITDORF



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Averland Runefang	1"	3	3+	2+	-3	1
Stiletto Dagger	1"	3	4+	5+	-	1
Steel-shod Hooves	1"	2	4+	4+	-	1

DESCRIPTION

Marius Leitdorf is a named character that is a single model. He is armed with the Averland Runefang and a Stiletto Dagger.

MOUNT: This model's Warhorse, Daisy, attacks with its Steel-shod Hooves.

ABILITIES

Hold the Line! If this model is your general, add 2 to the Bravery characteristic of friendly **EMPIRE** units while they are wholly within 12" of this model.

The Mad Count: At the start of your hero phase, roll a dice and look up the roll on the following:

- | | |
|-----|---|
| 1 | <i>Lunatic Ravings:</i> This model cannot move until your next hero phase. |
| 2-3 | <i>Outrageous Insult:</i> Pick 1 enemy unit within 12" of this model. Subtract 1 from hit rolls for attacks made by that unit until your next hero phase. |
| 4-5 | <i>Insane Bravado:</i> Do not take battleshock tests for friendly EMPIRE units while they are wholly within 12" of this model. |
| 6 | <i>Tactical Brilliance:</i> You receive 1 extra command point. |

KEYWORDS

EMPIRE, HERO, MARIUS LEITDORF

WARSCROLLS

MARKUS WULFHART



MISSILE WEAPONS

The Amber Bow

Range

20"

Attacks

1

To Hit

3+

To Wound

3+

Rend

-1

Damage

D3

MELEE WEAPONS

Woodsman's Longsword

Range

1"

Attacks

3

To Hit

4+

To Wound

4+

Rend

-

Damage

1

DESCRIPTION

Markus Wulfhart is a named character that is a single model. He is armed with the Amber Bow and a Woodsman's Longsword.

ABILITIES

Monster Hunter: Add 1 to hit rolls for attacks made by this model that target a **MONSTER**.

The Amber Bow: The Amber Bow has a Damage characteristic of D6 instead of D3 if the target is a **MONSTER**.

COMMAND ABILITY

Wulfhart's Hunters: You can use this command ability in your shooting phase if this model is on the battlefield. If you do so, pick 1 friendly **EMPIRE HUNSMEN** unit wholly within 12" of this model. Add 1 to hit rolls for attacks made with missile weapons by that unit in that shooting phase.

KEYWORDS

EMPIRE, HERO, MARKUS WULFHART

WARSCROLLS

VOLKMAR THE GRIM



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warhammer	1"	2	3+	3+	-	1
The Staff of Command	2"	1	3+	3+	-	1

DESCRIPTION

Volkmar the Grim is a named character that is a single model. He is armed with a Warhammer and the Staff of Command.

ABILITIES

Grand Theogonist: In your hero phase, this model can chant one of the following prayers. If it does so, pick one of the prayers and then make a prayer roll by rolling a dice. On a 1, the prayer is not answered. On a 2+, the prayer is answered.

Hammer of Sigmar: If this prayer is answered, until your next hero phase, you can re-roll wound rolls for friendly **EMPIRE** units while they are wholly within 9" of this model.

Shield of Faith: If this prayer is answered, until your next hero phase, roll a dice each time you allocate a wound or mortal wound to a friendly **EMPIRE** unit wholly within 9" of this model. On a 5+, that wound or mortal wound is negated.

Soulfire: If this prayer is answered, roll a dice for each enemy model within 1" of this model. Add 1 to the dice roll if that model has the **VAMPIRE COUNTS**, **TOMB KINGS** or **DAEMONS OF CHAOS** keyword. On a 4+, that model's unit suffers 1 mortal wound.

Divine Power: This model can attempt to unbind one spell in the enemy hero phase as if it were a **WIZARD**.

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

Righteous Fury: You can re-roll wound rolls of 1 for friendly **EMPIRE** units wholly within 9" of this model.

KEYWORDS

EMPIRE, HERO, PRIEST, VOLKMAR THE GRIM

WARSCROLLS

VOLKMAR THE GRIM

ON WAR ALTAR OF SIGMAR



MISSILE WEAPONS

Light of Banishment

Range

20"

Attacks

D3

To Hit

3+

To Wound

☀

Rend

-1

Damage

3

MELEE WEAPONS

Range

1"

Attacks

2

To Hit

3+

To Wound

3+

Rend

-

Damage

1

Warhammer

Staff of Command

2"

1

3+

3+

-

1

Steel-shod Hooves

1"

4

4+

4+

-

1

Wounds Suffered	DAMAGE TABLE	
	Move	Light of Banishment
0-2	10"	2+
3-4	9"	3+
5-6	8"	3+
7-8	7"	4+
9+	6"	4+

DESCRIPTION

Volkmar the Grim on War Altar of Sigmar is a named character that is a single model. He is armed with a Warhammer, the Staff of Command and the altar's Light of Banishment.

STEEDS: A War Altar of Sigmar is drawn by two Warhorses that attack with their Steel-shod Hooves. For rules purposes, the Warhorses and War Altar of Sigmar are treated in the same manner as a mount.

ABILITIES

Grand Theonist on War Altar of Sigmar: In your hero phase, this model can chant one of the following prayers. If it does so, pick one of the prayers and then make a prayer roll by rolling a dice. On a 1, the prayer is not answered. On a 2+, the prayer is answered.

Hammer of Sigmar: If this prayer is answered, until your next hero phase, you can re-roll wound rolls for friendly **EMPIRE** units while they are wholly within 12" of this model.

Shield of Faith: If this prayer is answered, until your next hero phase, roll a dice each time you allocate a wound or mortal wound to a friendly **EMPIRE** unit wholly within 12" of this model. On a 5+, that wound or mortal wound is negated.

Soulfire: If this prayer is answered, roll a dice for each enemy model within 3" of this model. Add 1 to the dice roll if that model has the **VAMPIRE COUNTS**, **TOMB KINGS** or **DAEMONS OF CHAOS** keyword. On a 4+, that model's unit suffers 1 mortal wound.

Divine Power: This model can attempt to unbind one spell in the enemy hero phase as if it were a **WIZARD**.

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

The Horn of Sigismund: Subtract 1 from the Bravery characteristic of enemy units while they are within 12" of this model.

Holy Fervour: You can re-roll wound rolls of 1 for friendly **EMPIRE** units wholly within 12" of this model.

War Altar: Roll a dice each time you allocate a wound or mortal wound to this model. On a 4+, that wound or mortal wound is negated.

KEYWORDS

EMPIRE, HERO, PRIEST, WAR MACHINE, VOLKMAR THE GRIM

LUTHOR HUSS, PROPHET OF SIGMAR



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Greathammer	1"	2	4+	3+	-1	2
Steel-shod Hooves	1"	2	4+	4+	-	1

DESCRIPTION

Luthor Huss is a named character that is a single model. He is armed with a Greathammer.

MOUNT: This model's Warhorse attacks with its Steel-shod Hooves.

ABILITIES

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

Hammer of Sigmar: If this prayer is answered, until your next hero phase, you can re-roll wound rolls for friendly **EMPIRE** units while they are wholly within 9" of this model.

Shield of Faith: If this prayer is answered, until your next hero phase, roll a dice each time you allocate a wound or mortal wound to a friendly **EMPIRE** unit wholly within 9" of this model. On a 5+, that wound or mortal wound is negated.

Soulfire: If this prayer is answered, roll a dice for each enemy model within 1" of this model. Add 1 to the dice roll if that model has the **VAMPIRE COUNTS**, **TOMB KINGS** or **DAEMONS OF CHAOS** keyword. On a 4+, that model's unit suffers 1 mortal wound.

Unbending Righteousness: If this prayer is answered, until your next hero phase do not take battleshock tests for friendly **EMPIRE** units while they are wholly within 9" of this model.

Chosen of Sigmar: Roll a dice each time you allocate a wound or mortal wound to this model. On a 4+, that wound or mortal wound is negated.

In addition, once per battle, at the start of the combat phase, you can say that this model is harnessing the very power of Sigmar. If you do so, until the end of that combat phase, you can re-roll hit and wound rolls for attacks made by this model, and you can re-roll save rolls for attacks that target this model.

Divine Power: This model can attempt to unbind one spell in the enemy hero phase as if it were a **WIZARD**.

Righteous Fury: You can re-roll wound rolls of 1 for friendly **EMPIRE** units wholly within 9" of this model.

KEYWORDS

EMPIRE, HERO, PRIEST, LUTHOR HUSS