

VARANGUARD

Like an avalanche of Chaos-forged steel, the Varanguard smash into their foes, scattering bodies before their charge. Under the hell-shod hooves of their steeds, and the barbed blades of their weapons, enemies are reduced to red ruin. They are the wrath of the Dark Gods united, and before them all men are but meat ready for the slaughter.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ensorcelled Weapon	1"	6	3+	3+	-1	1
Fellspear	1"	3	3+	4+	-1	2
Daemonforged Blade	1"	4	3+	4+	-1	1
Steed's Jagged Fangs	1"	3	4+	3+	-	1

DESCRIPTION

A unit of Varanguard has any number of models. Each member of the Varanguard wields either an Ensorcelled Weapon, a Fellspear, or a Daemonforged Blade. Each warrior also carries a Warpsteel Shield and rides a mutated Steed of Chaos, which tears into the enemy with its Jagged Fangs.

ABILITIES

Relentless Killers: Varanguard have slaughtered foes beyond counting, butchering their way across the battlefields of the Mortal Realms without mercy. Once per battle, this unit can be chosen to pile in and attack for a second time during the same combat phase.

Impaling Charge: Warriors armed with Fellspears are utterly deadly on the charge, their weapons lowered to skewer the enemy upon their vicious points. A Fellspear has a To Wound characteristic of 3+ and a Rend characteristic of -2 if the wielder made a charge move in the same turn.

Daemonforged Blades: When a Varanguard attacks with a Daemonforged Blade and the hit roll is 6 or more, the daemon bound inside the blade awakens; roll a dice to see what happens instead of making a wound roll. On a 2 or more, that attack inflicts a mortal wound on the target as the daemonic weapon feeds upon its victim's soul, but on a 1, the attacking unit suffers a mortal wound instead as the daemon blade turns upon its wielder!

Warpsteel Shields: The great shields carried by the Varanguard are defence against even the most potent magical attacks. Roll a dice if this unit is affected by a spell cast by an enemy **WIZARD**. If the result is 4 or higher, the spell has no effect on the unit (although it will still affect other units as normal).

Favoured of the Everchosen: You can add 1 to all hit rolls made for Varanguard if Archaon is on the battlefield. In addition, if Archaon uses his Warlord Without Equal command ability, all Varanguard are inspired by their dark master's presence: you can re-roll the dice in the subsequent charge phase to see how far they can charge.

Archaon's Command: If Archaon is on the battlefield in your hero phase, he can bestow this unit of Varanguard with one of the following keywords: **KHORNE**, **NURGLE**, **TZEENTCH** or **SLAANESH**. This unit then has that keyword for the remainder of the battle, or until Archaon bestows a different one upon them during any of your following hero phases (at which point the new keyword replaces the previous one). Archaon can bestow each unit of Varanguard under his command with a different keyword if he so wishes.

KEYWORDS

CHAOS, MORTAL, EVERCHOSEN, VARANGUARD