

# ARCHAON

## THE EVERCHOSEN

Archaon is the Everchosen, the favoured warlord of the dark pantheon. From atop Dorghar, the monstrous Steed of the Apocalypse, Archaon commands his legions with an iron fist, his deadly skill and unholy powers sealing the doom of entire armies.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Slayer of Kings	1"	4	2+	3+	-2	3
Monstrous Claws	1"	2	2+	3+	-2	D6
Lashing Tails	3"	2D6	4+	3+	-	1
Three Heads	3"	*	3+	3+	-1	2

DAMAGE TABLE		
Wounds Suffered	Move	Three Heads
0-4	14"	6
5-8	12"	5
9-12	10"	4
13-15	8"	3
16+	6"	2

### DESCRIPTION

Archaon is a named character that is a single model. He is armed with the Slayer of Kings.

**FLY:** This model can fly.

**MOUNT:** Dorghar attacks with his Monstrous Claws, Lashing Tails and Three Heads.

### ABILITIES

**The Armour of Morkar:** Archaon's armour is inscribed with powerful sigils of warding.

Roll a dice each time you allocate a mortal wound to this model. On a 1-3 nothing happens. On a 4-5, that mortal wound is negated. On a 6, that mortal wound is negated and the attacking unit suffers 1 mortal wound.

**The Crown of Domination:** This forbidding helm exudes a palpable aura of menace.

Add 2 to the Bravery characteristic of friendly **CHAOS** units wholly within 12" of this model. In addition, subtract 2 from the Bravery characteristic of enemy units while they are within 12" of this model.

**The Eye of Sheerian:** Ripped from the corpse of the Chaos Dragon Flamefang, this ancient treasure forewarns Archaon of events yet to pass.

Re-roll hit rolls of 6 for attacks made by enemy units that target this model.

**The Everchosen:** The Ruinous Powers shelter their champion from hostile enemy magics.

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

**The Slayer of Kings:** This ancient daemonblade thirsts for the souls of champions and warlords.

If the unmodified wound roll for 2 attacks that target the same enemy **HERO** in the same phase with the Slayer of Kings is 6, that **HERO** is slain.

**Three-headed Titan:** The greater daemons consumed by Dorghar imbue the steed with unlimited power.

At the start of your hero phase, you can say that Dorghar will draw upon his daemonic might. If you do so, choose 1 of the following effects:

**Filth-spewer:** Dorghar's Nurglesque head vomits a cascade of half-digested warriors and bile.

Pick 1 enemy unit within 12" of this model and roll a dice. On a 3+, that unit suffers D3 mortal wounds.

**Skull-gorging:** Dorghar's Khornate head devours the skulls of prey to invigorate his master.

You can heal up to D3 wounds allocated to this model.

**Spell-eater:** Dorghar's Tzeentchian head consumes eldritch energies from nearby spells.

Pick 1 endless spell within 18" of this model; that endless spell is dispelled.

**Warlord Without Equal:** Archaon's mastery of war is near unparalleled, and under his command the Slaves to Darkness are an unstoppable force.

If this model is on the battlefield at the start of your hero phase, you receive 1 extra command point.

### MAGIC

Archaon is a **WIZARD**. He can attempt to cast 2 spells in your hero phase and attempt to unbind 2 spells in the enemy hero phase. He knows the Arcane Bolt and Mystic Shield spells.

### COMMAND ABILITIES

**By My Will:** All Slaves to Darkness recognise Archaon's supreme authority, and fear his wrath more than any foe should they fail him.

You can use this command ability once per turn in the hero phase. If you do so, pick 1 friendly **SLAVES TO DARKNESS** unit on the battlefield. Until the end of the battle round, if a model from that unit is slain by an attack made with a melee weapon, that model can fight before it is removed from play.

**All-seeing Dominion:** The Eye of Sheerian grants Archaon foreknowledge of the flow of battle. Enemies who place their hopes in a single tactical master stroke find themselves confounded when their efforts are met with the perfect counter.

You can use this command ability when your opponent spends a command point. If you do so, roll a dice before resolving the effects of any command ability that command point is spent on. On a 1, this command ability has no effect. On a 2+, this model can use the By My Will command ability above without a command point being spent, even if it is not the hero phase and even if that command ability has already been used in the same turn.

### KEYWORDS

CHAOS, DAEMON, MORTAL, SLAVES TO DARKNESS, EVERCHOSEN, KHORNE, TZEENTCH, NURGLE, SLAANESH, HEDONITE, UNDIVIDED, MONSTER, HERO, WIZARD, ARCHAON