



# VARANGUARD



Each of the Varanguard is a mighty champion who has passed the many tests set for them by Archaon and sworn themselves to his service. Riding atop their hulking steeds, these lords of darkness bring inescapable death to the Everchosen's enemies.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ensorcelled Weapon	1"	6	3+	3+	-1	1
Fellspear	2"	3	3+	4+	-1	2
Daemonforged Blade	1"	3	3+	3+	-1	D3
Tearing Fangs	1"	3	4+	3+	-	1

## DESCRIPTION

A unit of Varanguard has any number of models, each armed with one of the following weapon options: Ensorcelled Weapon; Fellspear; or Daemonforged Blade.

**MOUNT:** This unit's Mutated Steeds attack with their Tearing Fangs.

**MARK OF CHAOS:** When you select this unit to be part of your army, you must give it one of the following Mark of Chaos keywords: **KHORNE**, **NURGLE**, **SLAANESH**, **TZEENTCH** or **UNDIVIDED**.

## ABILITIES

**Daemonbound:** *Weapons that contain the essence of a daemon are capable of swiftly devouring an enemy's soul.*

If the unmodified hit roll for an attack made with a Daemonforged Blade is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

**Favoured of the Everchosen:** *When the Varanguard ride to war alongside their dark master they are truly formidable.*

Add 1 to hit rolls for attacks made with melee weapons by this unit (excluding those of its mounts) if **ARCHAON** is in your army and on the battlefield.

**Impaling Charge:** *Varanguard armed with Fellspears are utterly deadly on the charge, their weapons lowered to skewer the enemy upon their vicious points.*

Add 1 to wound rolls for attacks made with this unit's Fellspears and improve the Rend characteristic of this unit's Fellspears by 1 if it made a charge move in the same turn.

**Relentless Killers:** *The Varanguard have slaughtered foes beyond counting, butchering their way across the battlefields of the Mortal Realms without mercy.*

Once per battle, in the combat phase, after this unit has fought in that phase for the first time, when it is your turn to pick a unit to fight, this unit can be picked to fight for a second time if it is within 3" of any enemy units.

**Warpsteel Shields:** *The great shields carried by the Varanguard provide protection against even the most potent magical attacks.*

Each time this unit is affected by a spell or endless spell, you can roll a dice. If you do so, on a 5+, ignore the effects of that spell or endless spell on this unit.

## KEYWORDS

CHAOS, MORTAL, SLAVES TO DARKNESS, EVERCHOSEN, MARK OF CHAOS, VARANGUARD