

BLACK GUARD

These fanatical warriors guard the rulers of the Darkling Covens. Armed with ebon halberds and clad in ensorcelled plate, they present an impassable and deadly obstacle to any who threaten their ward.



MELEE WEAPONS

Ebon Halberd

Range

2"

Attacks

2

To Hit

3+

To Wound

3+

Rend

-1

Damage

1

DESCRIPTION

A unit of Black Guard has any number of models, each armed with an Ebon Halberd.

CAPTAIN: 1 model in this unit can be a Captain. Add 1 to the Attacks characteristic of that model's melee weapon.

STANDARD BEARER: 1 in every 10 models in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of units that include any Standard Bearers.

DRUMMER: 1 in every 10 models in this unit can be a Drummer. Add 1 to run and charge rolls for units that include any Drummers.

ABILITIES

Elite Bodyguard: *Those who stray too close to a Sorceress in the guard of these grim warriors will soon feel the taste of ebon steel.*

Add 1 to hit rolls for attacks made by this unit if this unit is wholly within 12" of a friendly **DARKLING COVEN HERO**.

KEYWORDS

ORDER, AELF, CITIES OF SIGMAR, DARKLING COVEN, BLACK GUARD