

ETERNAL GUARD

The grim warriors of the Eternal Guard safeguard the nomadic paths of the Wanderers, slaying anything that threatens the survival of their kindred with thrusts from their deadly spear-staves.



MELEE WEAPONS

Spear-stave

Range

2"

Attacks

2

To Hit

3+

To Wound

4+

Rend

-

Damage

1

DESCRIPTION

A unit of Eternal Guard has any number of models, each armed with a Spear-stave.

ETERNAL WARDEN: 1 model in this unit can be an Eternal Warden. 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.

HORNBLOWER: 1 in every 10 models in this unit can be a Hornblower. Add 1 to run and charge rolls for units that include any Hornblowers.

ABILITIES

Fortress of Boughs: *Eternal Guard are skilled at deflecting enemy strikes, forming an impenetrable wall.*

Add 1 to save rolls for attacks that target this unit if this unit has not made a move in the same turn.

Form Fortress of Boughs: *The Eternal Guard form into a phalanx, their spears thrusting and cutting with graceful yet disciplined efficiency.*

Add 1 to hit and wound rolls for attacks made by this unit if this unit has not made a move in the same turn.

KEYWORDS

ORDER, AELF, CITIES OF SIGMAR, WANDERER, ETERNAL GUARD