



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.

## WARSCROLL ARCHAON THE EVERCHOSEN

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
0-8	14"	6
9-11	12"	5
12-14	10"	4
16+	8"	3

**Archaon the Everchosen** is armed with the **Slayer of Kings**.

**WIZARD:** This unit can attempt to cast 2 spells in your hero phase and attempt to unbind 2 spells in the enemy hero phase.

**WARMASTER:** If this unit is included in your army, it is treated as a general even if it is not the model picked to be the army's general. In addition, this unit can be included in a Blades of Khorne, Disciples of Tzeentch, Maggotkin of Nurgle or Hedonites of Slaanesh army. If you do so, you can still use the army's allegiance abilities even though this unit is not from the army's faction; however, this unit does not benefit from them.

**FLY:** This unit can fly.

**MOUNT:** This unit's mount, Dorghar, is armed with Monstrous Claws, Lashing Tails and Three Heads.

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

This unit has a ward of 4+ against mortal wounds. In addition, for each unmodified ward roll of 6, you can pick 1 enemy unit within 3" to suffer 1 mortal wound that cannot be negated.

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

This is a command ability that this unit can issue at the start of the combat phase. Another friendly **CHAOS** unit must receive it (this unit cannot issue this command to itself). Until the end of that phase, each time a model in the receiving unit is slain, it can fight.

**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 unit. In addition, subtract 2 from the Bravery characteristic of enemy units while they are within 12" of this unit.

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

Once per battle, at the start of your hero phase, you can say that Archaon will use the Eye of Sheerian. If you do so, subtract 1 from hit rolls for attacks that target this unit until your next hero phase.

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

Each time this unit is affected by a spell or endless spell, you can roll a dice. On a 4+, ignore the effect of that spell or that endless spell on this unit.

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

Each time this unit fights, if the unmodified wound roll for 2 or more attacks that target the same enemy **HERO** 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 unit and roll a dice. On a 3+, that unit suffers D3 mortal wounds.

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

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

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

Pick 1 endless spell within 18" of this unit; 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 unit is on the battlefield at the start of your hero phase, you receive 1 extra command point.

### KEYWORDS

**CHAOS, SLAVES TO DARKNESS, HOST OF THE EVERCHOSEN, UNDIVIDED, KHORNE, TZEENTCH, NURGLE, SLAANESH, DAEMON, MORTAL, HERO, MONSTER, WIZARD, ARCHAON**