

SKYWARDENS

Skywardens are elite formations of Arkanaut warriors granted the power of flight by portable aether-endrins. They swoop from on high to skewer enemies upon long-hafted skypikes or hover at short range to incinerate them with vulcaniser pistols.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Aethermatic Volley Gun	24"	6	4+	4+	-1	1
Grapnel Launcher or Skyhook	24"	1	4+	3+	-2	3
Drill Launcher	24"	1	4+	3+	-3	D3
Vulcaniser Pistol	9"	2	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skypike	2"	2	4+	3+	-1	D3
Gun Butt	1"	1	4+	5+	-	1

DESCRIPTION

A unit of Skywardens has any number of models, each armed with a Vulcaniser Pistol and Skypike. 1 in every 3 models can replace their Vulcaniser Pistol and Skypike with an Aethermatic Volley Gun and Gun Butt. 1 in every 3 models can replace their Vulcaniser Pistol and Skypike with one of the following weapon options: Drill

Launcher and Gun Butt; Grapnel Launcher and Gun Butt; or Skyhook and Gun Butt.

FLY: This unit can fly.

CUSTODIAN: 1 model in this unit can be a Custodian. Add 1 to the Attacks characteristic of that model's melee weapons.

KEYWORDS

ORDER, DUARDIN, KHARADRON OVERLORDS, SKYFARERS, SKYWARDENS

ABILITIES

Drill Launcher: *A handheld version of the drill cannons found aboard Kharadron gunships, the drill launcher fires a projectile that bores into its target before detonating.*

If the unmodified hit roll for an attack made with a Drill Launcher is 6, that attack inflicts 3 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll).

Grapnel Launcher: *Grapnel launchers are used to entangle the enemy and stop them from making their escape.*

Enemy units cannot retreat if they are within 3" of any models from this unit armed with a Grapnel Launcher.

Hitchers: *Kharadron kitted out with buoyancy endrins can attach themselves to a passing skyvessel and move alongside it.*

If this unit is wholly within 6" of a friendly **SKYVESSEL** immediately before the **SKYVESSEL** uses its Fly High ability, you can say that this unit will hitch a lift instead of making a normal move (as long as this unit has not already made a normal move in the same phase).

If you do so, after that **SKYVESSEL** has moved, remove this unit from the battlefield and set it up again wholly within 6" of that **SKYVESSEL**, more than 1" from

any terrain features or objectives and more than 9" from any enemy models.

No more than 7 models can hitch a lift on the same **SKYVESSEL** in the same turn.

Skyhook: *Skyhooks are used to pull the bearer towards the foe.*

Add 1 to charge rolls for this unit if any models from this unit are armed with a Skyhook.

Skymines: *Skywardens surround themselves with airborne mines that explode on contact.*

If an enemy unit that can fly ends a charge move within 1" of any friendly units with this ability, you can roll 1 dice for each model in that enemy unit. For each 6, that unit suffers 1 mortal wound.

Timed Charges: *Skywardens are practised at striking hard and then retreating quickly amidst timed explosions to cause massive damage.*

Roll 1 dice for each enemy unit that is within 3" of this unit immediately before this unit makes a retreat move. On a 4+, the unit being rolled for suffers D3 mortal wounds.

