

# WARDEN KING

Warden Kings are the leaders of the Dispossessed duardin, venerable fighters and strategists who seek out the most fearsome enemy combatants and bludgeon them to death with rune-carved warhammers.



## MELEE WEAPONS

Rune Hammer

## Range

1"

## Attacks

4

## To Hit

3+

## To Wound

3+

## Rend

-1

## Damage

D3

## DESCRIPTION

A Warden King is a single model armed with a Rune Hammer.

## ABILITIES

**Oath Stone:** *Carved with runes that tell of the glorious deeds of their forebears, this relic stone ignites the will of the King's warriors with a fiery determination.*

In your hero phase, you can say this model will stand atop its oath stone. If you do so, until the start of your next turn, this model cannot move. In addition, until the start of your next turn, do not take battleshock tests for friendly **DISPOSSESSED** units wholly within 18" of this model.

## COMMAND ABILITY

**Ancestral Grudge:** *Past insults are never forgotten by the Warden Kings. There will come a time when all slights are repaid in blood.*

You can use this command ability at the start of the combat phase. If you do so, pick 1 enemy unit within 18" of a friendly **HERO** with this command ability. Until the end of that phase, add 1 to the Attacks characteristic of attacks made with melee weapons used by friendly **DISPOSSESSED** units that target that unit. A unit cannot benefit from this command ability more than once per phase.

## KEYWORDS

ORDER, DUARDIN, CITIES OF SIGMAR, DISPOSSESSED, HERO, WARDEN KING