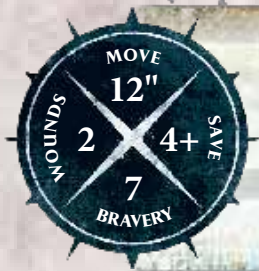


SKYWARDENS

Skywardens are elite formations of Arkanaut warriors that swoop from on high to skewer enemies upon long-hafted skypikes, or hover at short range to incinerate them with vulcaniser pistols. Portable aether-endrins grant these duardin the power of true flight, allowing them to dart and weave through the airfleets before launching hit-and-run attacks against targets of opportunity.



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

DESCRIPTION

A unit of Skywardens has 3 or more models. The Skywardens are armed with Vulcaniser Pistols and Skypikes. For every 3 models in the unit, in place of their pistol and Skypike, 1 may be armed with an Aethermatic Volley Gun and 1 may be armed with either a Skyhook, Drill Cannon or Grapnel Launcher – these Skywardens will resort to clubbing the enemy with their Gun Butts at close quarters. Each Skywarden also carries a Timed Charge and Skymines.

FLY

Skywardens can fly.

CUSTODIAN

The leader of this unit is a Custodian. A Custodian makes 3 attacks rather than 2 with their Skypike.

ABILITIES

Exploding Drill: If the wound roll for a Drill Cannon is a 6 or more, you can pick another enemy unit within 3" of the target unit. That unit suffers D3 mortal wounds in addition to any damage dealt to the target unit.

Grapnel Launcher: A Skywarden with a Grapnel Launcher can fire it at the end of their shooting phase, after all other shooting has been resolved. Choose a terrain feature or a unit – friend or foe – with a Wounds characteristic of 10 or more within 24" and roll a dice. On a roll of 4 or more the grapnel has snagged on the target; immediately move this unit of Skywardens any distance directly towards the target. They must finish their move more than 3" from enemy models.

Hitchers: Skywardens do not count towards the maximum number of **SKYFARERS** that can be embarked on a **SKYVESSEL**, and are not counted for the Overburdened rule.

Skyhook: If any enemy units suffer an unsaved wound from a Skyhook, those units are harpooned. The Skywardens can immediately move D6", as long as this move takes them closer to a harpooned unit.

Skymines: Skywardens surround themselves with airborne mines that explode on contact. When an enemy unit that can fly ends its charge within 1" of any units of Skywardens, roll a dice for each model in the charging unit. On each roll of 6 the unit suffers a mortal wound.

Timed Charges: Skywardens are practised at striking hard and then retreating quickly amidst timed explosions to cause massive confusion and damage. When a unit of Skywardens retreats, before moving the unit, roll a dice for each enemy unit within 3". On a roll of 6 that unit suffers a mortal wound.

KEYWORDS

ORDER, DUARDIN, KHARADRON OVERLORDS, SKYFARERS, SKYWARDENS