

VANARI AURALAN WARDENS



The Auralan Wardens fight in close formation, using long pikes that they set to receive the charge of the foe. The Wardens guide their sunmetal tips into the enemy's chests at the last moment; those pierced by them are slain in a heartbeat.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Champion's Blade	1"	2	3+	4+	-1	1
Warden's Pike	3"	2	3+	4+	-	1

A unit of Vanari Auralan Wardens has any number of models, each armed with a Warden's Pike.

HIGH WARDEN: 1 model in this unit can be a High Warden. A High Warden is armed with a Champion's Blade instead of a Warden's Pike.

ABILITIES

Moonfire Flask: *The High Warden carries a Moonfire Flask in one hand; when the enemy draws close, the Warden hurls the fragile flask into its ranks so that it bursts and scatters burning silvery liquid all around.*

Once per battle, at the start of the combat phase, you can pick 1 enemy unit within 3" of this unit's High Warden and roll a dice. On a 2+, that enemy unit suffers D3 mortal wounds.

Sunmetal Weapons: *The pikes used by Auralan Wardens are tipped with pure sunmetal that can burn a victim from the inside out.*

If the unmodified hit roll for an attack made with a Warden's Pike is 6, that attack inflicts 1 mortal wound on the target and the attack sequence ends (do not make a wound or save roll).

Wall of Blades: *When Auralan Wardens stand shoulder to shoulder, they present a bristling wall of pikes towards the foe.*

If the target unit made a charge move in the same turn, add 1 to wound rolls for attacks made with this unit's Warden's Pikes and improve the Rend characteristic of that weapon by 1.

MAGIC

The High Warden of this unit is a **WIZARD** while this unit has 5 or more models. They can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. They know the Power of Hysh spell.

Power of Hysh: *Lumineth wizards can use their arcane arts to empower sunmetal, making it burn with an even greater intensity.*

Power of Hysh has a casting value of 6. If successfully cast, until your next hero phase, the Sunmetal Weapons ability for the caster and/or the unit they are part of causes mortal wounds to be inflicted on an unmodified hit roll of 5+ instead of 6.

Any number of **LUMINETH REALM-LORDS WIZARDS** can attempt to cast Power of Hysh in the same hero phase.