



WARDEN

Tasked with exploration and land maintenance in fledgeling colonies, Wardens' mobility & landcraft give them an essential role on the forefront of a battle.

Points 5



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Warden	8	4	2	2	1	2	4+	Infantry

UNIT SIZE: 1 Warden.

EQUIPMENT: Boostpack, Clingfire Sprayer, Frag Grenades, Maglock Guardian Pistol.

ABILITIES: Contest (6"), Scout.

OPTIONS:

- May replace Clingfire Sprayer with Maglock Railrifle for +2 pts.
- Up to 2 separate Warden units may be taken as a single **VANGUARD** selection.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Clingfire Sprayer	8"	1+D6	3	2	2+	SR	Burn (1), Dispersed Fire
Maglock Guardian Pistol	12"	1	3	1	6+	Pistol	
Maglock Railrifle	60"	1	6	3	2+	Heavy	Armor Piercing, Sniper

ABILITY & EQUIPMENT SUMMARY

ARMOR PIERCING: AV dice flips against this attack cost 1 more than usual.

BOOSTPACK: This model may move dynamically (see main rulebook pg xx† for details).

BURN (1): Critical hit - Immediately place (1) Burn token on the target. When the target next activates, raise its suppression level by +1 for each Burn token it has. Burn tokens can be removed via the Extinguish action (see main rulebook, pg xx†).

CONTEST (6"): This unit contests objective markers held by opposing units up to 6" away, instead of the standard 3" range.

DISPERSED FIRE: Each hit counts as 2 when blocked by cover.

FRAG GRENADES: Can be used when shooting at short range and when charging to raise the target's suppression level by +1. See main rulebook page xx† for details.

SNIPER: Ignore the +1 SKL dice flip penalty to change a hit roll result from 5 to 6.

SCOUT: When deploying your force, this unit may set up in no-man's land, provided it is still entirely on your half of the table (measured from your reserve table edge). Alternatively, scout units in reserve may make a flanking maneuver.

UNIT DESIGNATORS: Character, Organic, Solo

Ver: 2.0