

# AETHERIC NAVIGATOR

Masters of the high winds, Aetheric Navigators can unpick enemy spells via direct manipulation of arcane jet streams and hidden gales. With signal flashes of their zephyrscopes, Aetheric Navigators can also help steer any Kharadron Overlords airships into prevailing currents, or even redial their gear's settings to summon raging aetherstorms that force airborne foes to the ground.



## MISSILE WEAPONS

Ranging Pistol

| Range | Attacks | To Hit | To Wound | Rend | Damage |
|-------|---------|--------|----------|------|--------|
| 12"   | 2       | 3+     | 4+       | -1   | 1      |

## MELEE WEAPONS

Zephyrscope

| Range | Attacks | To Hit | To Wound | Rend | Damage |
|-------|---------|--------|----------|------|--------|
| 1"    | 2       | 3+     | 4+       | -    | 1      |

## DESCRIPTION

An Aetheric Navigator is a single model. They are armed with a Zephyrscope and a Ranging Pistol.

## ABILITIES

**Aethersight:** An Aetheric Navigator can attempt to unbind a spell in each enemy hero phase as if they were a wizard.

**Aetherstorm:** In your hero phase, an Aetheric Navigator can attempt to manipulate the aether to cause a storm. If they do so, roll a dice. On a 3 or more they are successful – until your next hero phase, enemy units that can fly must halve their Move characteristic if they begin their movement phase within 18" of the Aetheric Navigator.

**Read the Winds:** If an Aetheric Navigator does not move in the movement phase, you can re-roll the dice for all visible friendly **SKYVESSELS** when they run or charge. You cannot use this ability in a turn in which an Aetheric Navigator has attempted to cause an aetherstorm. An Aetheric Navigator can use this ability even when embarked, but if they do so it only affects the **SKYVESSEL** they are embarked upon.

KEYWORDS

ORDER, DUARDIN, KHARADRON OVERLORDS, HERO, SKYFARER, AETHERIC NAVIGATOR