

AETHERIC NAVIGATOR

Utilising cutting-edge aethermatic science in order to decipher the ever-changing wind patterns of the Mortal Realms, Aetheric Navigators are an invaluable presence upon any Kharadron skyvessel.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ranging Pistol	15"	2	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Zephyrscope	1"	2	3+	4+	-	1

DESCRIPTION

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

ABILITIES

Aethersight: *Aetheric Navigators can unpick enemy spells by harnessing the arcane jet streams.*

This model can attempt to dispel 1 endless spell at the start of your hero phase and attempt to unbind 1 spell in the enemy hero phase, in the same manner as a **WIZARD**.

Aetherstorm: *An Aetheric Navigator can manipulate the aether to cause a localised storm.*

In your hero phase, you can pick 1 enemy unit within 36" of this model that is visible to them and can fly, and roll a dice. On a 1-2 nothing happens. On a 3-5 halve the Move characteristic of that unit until your next hero phase. On a 6, halve the Move characteristic of that unit until your next hero phase, and that unit suffers D3 mortal wounds.

Read the Winds: *Navigators can signal to nearby Kharadron Overlords airships, helping them to steer into prevailing currents.*

You can re-roll run and charge rolls for friendly **SKYVESSELS** that are visible to a friendly **AETHERIC NAVIGATOR** that has not attempted to use the Aetherstorm ability in the same turn.

KEYWORDS

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