

ARKANAUT ADMIRAL

Arkanaut Admirals are the cream of the sky-ports' officer class, intrepid leaders and battle-hardened veterans of a thousand aerial engagements whose booming commands inspire their crew to mighty deeds in the search for profit.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Volley Pistol	9"	3	3+	4+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skalfhammer	1"	3	3+	2+	-2	2

DESCRIPTION

An Arkanaut Admiral is a single model armed with a Skalfhammer and a Volley Pistol.

ABILITIES

If You Want A Job Done....: *Every Arkanaut Admiral knows that there are some foes that you have to deal with yourself.*

You can re-roll hit and wound rolls of 1 for attacks made with a melee weapon by this model that target a **HERO** or **MONSTER**.

Protect the Admiral!: *The skyfarers that follow an Admiral will lay down their own lives to protect them.*

Do not take battleshock tests for friendly **KHARADRON OVERLORDS** units while they are wholly within 12" of this model.

In addition, roll a dice before you allocate a wound or mortal wound to a friendly **ARKANAUT ADMIRAL** while it is within 3" of any friendly **SKYFARERS** units with 5 or more models. On a 5+, you must allocate that wound or mortal wound to a friendly **SKYFARERS** unit with 5

or more models that is within 3" of that **ARKANAUT ADMIRAL**, instead of to that **ARKANAUT ADMIRAL**.

COMMAND ABILITIES

Master of the Skies: *The Admiral knows how to get every last bit of speed from the skyvessels they command.*

You can use this command ability at the start of your shooting phase. If you do so, pick 1 friendly **SKYVESSEL** that has a model with this command ability in its garrison. That **SKYVESSEL** can shoot in that phase even if it ran earlier in the same turn.

KEYWORDS

ORDER, DUARDIN, KHARADRON OVERLORDS, HERO, SKYFARER, MARINE, ARKANAUT ADMIRAL

On My Mark, Fire!: *An Admiral times the fire of their skyvessel so as to inflict the maximum possible amount of damage on the foe.*

You can use this command ability at the start of your shooting phase. If you do so, pick 1 friendly **SKYVESSEL** that has a model with this command ability in its garrison. You can re-roll hit rolls of 1 for attacks made by that **SKYVESSEL** in that phase.

Repel Boarders!: *The Admiral directs his crew to drive off anybody that dares to board his precious skyvessel.*

You can use this command ability at the start of your combat phase. If you do so, pick 1 friendly **SKYVESSEL** that has a model with this command ability in its garrison. Add 1 to hit rolls for attacks made by that **SKYVESSEL** and any models in its garrison in that phase.

Up And At Them!: *The Admiral leaps ashore, and orders any Kharadron that are nearby to charge the foe.*

You can use this command ability at the start of your charge phase. If you do so, pick 1 friendly **SKYFARERS** unit that is wholly within 12" of a friendly model with this command ability. You can re-roll charge rolls for that unit in that phase.

