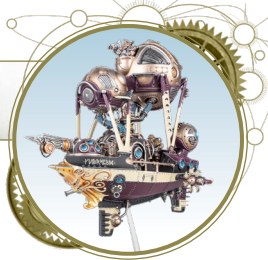


ARKANAUT FRIGATE

The sleek and deadly profile of a Arkanaut Frigate is a sight greatly feared by the Kharadron's many enemies, who know all too well the devastating firepower these airships possess, and the fighting spirit of the privateers they carry into battle.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Heavy Sky Cannon: Shrapnel	24"	D6	3+	3+	-1	2
Heavy Sky Cannon: Shell	30"	1	3+	2+	-2	D6
Heavy Skyhook	24"	1	3+	2+	-2	D6
Aethershot Carbines	12"	4	3+	3+	-1	2
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Boarding Weapons	1"	☀	4+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Boarding Weapons	Bomb Racks
0-3	12", Disengage, Fly High	6	+1
4-6	10", Disengage, Fly High	5	0
7-9	8", Disengage	4	0
10-12	6"	3	-1
13+	4"	2	-1

KEYWORDS

ORDER, DUARDIN, KHARADRON OVERLORDS, WAR MACHINE, SKYVESSEL, ARKANAUT FRIGATE

DESCRIPTION

An Arkanaut Frigate is a single model armed with Aethershot Carbines, Boarding Weapons and one of the following weapon options: Heavy Sky Cannon; or Heavy Skyhook.

FLYING TRANSPORT: This model can fly, and can be garrisoned by up to 15 friendly **MARINE** models even though it is not a terrain feature.

Halve this model's Move characteristic and it cannot Fly High if there are 11 or more models in its garrison. Units cannot join or leave this model's garrison if it has made a move or flown high in the same phase (they can join or leave before it does so). Models in the garrison are not counted towards gaining control of an objective.

An attack made by a weapon that is in range of this model can target either this model or a unit in its garrison. If this model is destroyed, before it is removed from play, roll 1 dice for each model in its garrison. On a 1, that model is slain. Set up any surviving models wholly within 3" of this model and more than 3" from any enemy units.

ABILITIES

Aetheric Navigator and Endrinrigger:

A skyvessel's Navigator guides it into the strongest aetheric winds, while its Endrinrigger works tirelessly to keep it airworthy.

In your hero phase, you can heal 1 wound allocated to this model. In addition, you can re-roll run rolls for this model.

Bomb Racks: *The bombs and skymines held in the racks of a Kharadron skyvessel can be swiftly deployed to stop enemy assaults in their tracks.*

At the start of the combat phase, you can pick 1 enemy unit within 1" of this model and roll a dice. Add the Bomb Rack modifier from this model's damage table to the roll. On a 4+, that enemy unit suffers D3 mortal wounds.

Disengage: *Kharadron skyvessels can easily disengage from ground-based foes, flying away with all guns blazing.*

This model and any models in its garrison can still shoot if this model retreats in the same turn, as long as there are no enemy units that can fly within 3" of this model at the start of the retreat move and there are less than 10 wounds allocated to this model at the start of the retreat move.

Fly High: *Kharadron skyvessels can swiftly soar up high in the air and then dive back down to the battlefield, ready to attack from a new direction.*

Instead of making a normal move with this model, if there are less than 7 wounds currently allocated to this model, you can say that it will fly high (it can retreat and disengage). If you do so, remove this model from the battlefield and set it up again more than 1" from any terrain features or objectives and more than 9" from any enemy models.

Heavy Skyhook: *Skyhooks are used to pull skyvessels towards the foe.*

Add 2 to charge rolls for this model if it is armed with a Heavy Skyhook.

Heavy Sky Cannon: *A sky cannon can either be loaded with shrapnel or an explosive shell.*

Before attacking with a Heavy Sky Cannon, choose either the Shrapnel or Shell missile weapon characteristics for that shooting attack.