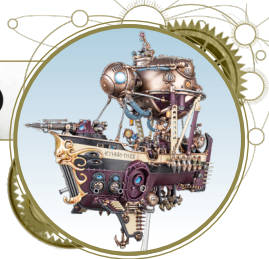


ARKANAUT IRONCLAD

Amongst the heaviest Kharadron ships of the line, the redoubtable Ironclads provide a floating fortress of iron at the heart of any airfleet, bombarding their targets from afar with explosives shells and armour-piercing torpedoes.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Great Sky Cannon: Shrapnel	24"	6	3+	3+	-1	2
Great Sky Cannon: Shell	30"	1	3+	2+	-2	6
Great Skyhook	24"	1	3+	2+	-2	6
Great Volley Cannon	18"	4D6	3+	3+	-1	1
Aethershock Torpedoes	24"	4	4+	3+	-1	D3
Aethershot Carbines	12"	8	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	10", Disengage, Fly High	8	+2
4-6	8", Disengage, Fly High	7	+1
7-9	6", Disengage	6	0
10-15	6"	5	0
16+	4"	4	-1

KEYWORDS

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

DESCRIPTION

An Arkanaut Ironclad is a single model armed with Aethershot Carbines, Aethershock Torpedoes, Boarding Weapons and one of the following weapon options: Great Sky Cannon; Great Skyhook; or Great Volley Cannon.

FLYING TRANSPORT: This model can fly, and can be garrisoned by up to 25 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 16 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.

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

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

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

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