

# ARKANAUT ADMIRAL

The Kharadron Code states that an Admiral is entitled to a greater share of any profits generated by an expedition – wealth they usually put towards the procurement of the finest arms and armour. In order to avoid being voted out, however, an Admiral must never fail to lead their fleet to success – a charge that ensures they are the most driven members of an intrepid race.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Volley Pistol	12"	3	3+	4+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skalfhammer	1"	2	3+	2+	-2	2

## DESCRIPTION

An Arkonaut Admiral is a single model. They are armed with a Skalfhammer and a Volley Pistol.

## ABILITIES

**First to the Fray:** If an Arkonaut Admiral ends a charge move within ½" of an enemy unit, you can add 1 to charge rolls for friendly **KHARADRON OVERLORDS** units within 18" until the end of the phase.

**Master of the Skies:** If an Arkonaut Admiral is embarked on a **SKYVESSEL**, that vessel can run and shoot in the same turn.

**If You Want A Job Done...:** You can re-roll hit and wound rolls of 1 for an Arkonaut Admiral if the target is a **HERO** or **MONSTER**.

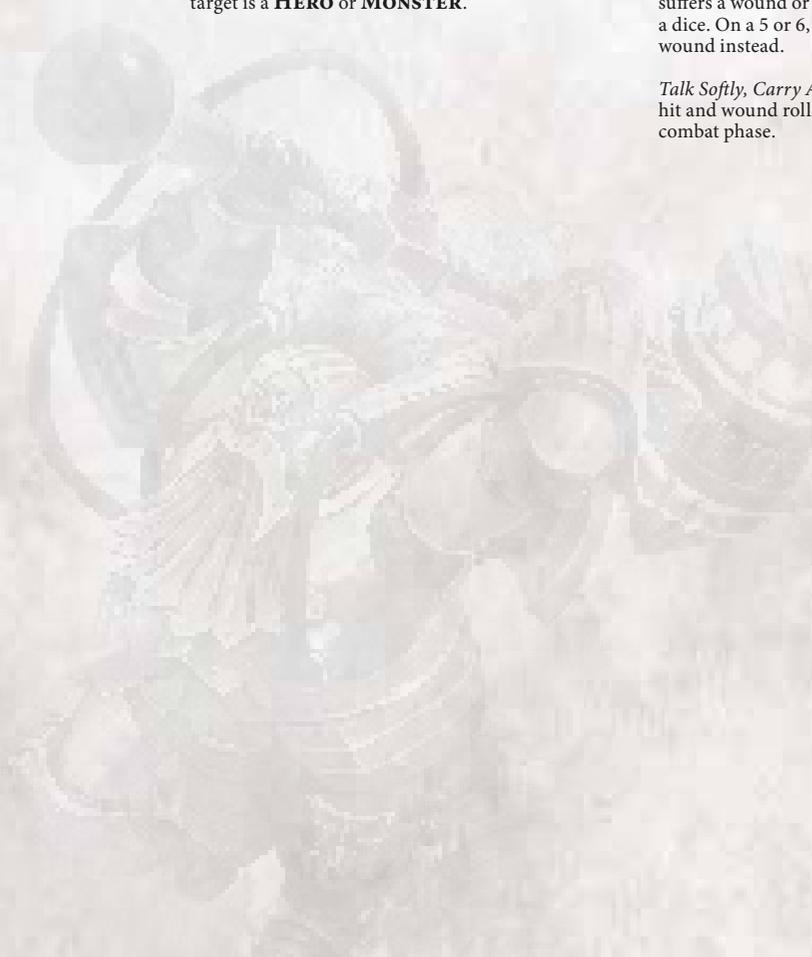
## COMMAND ABILITY

**Invoke the Code:** If an Arkonaut Admiral uses this ability, they invoke one of the central tenets of the Code. Choose one of the following tenets – the effect lasts until your next hero phase.

*Lead By Example:* Friendly **KHARADRON OVERLORDS** units within 12" of the Admiral in the battleshock phase do not have to take battleshock tests.

*Look Out For The Boss:* If there is a friendly **SKYFARERS** unit within 1" when the Admiral suffers a wound or mortal wound, you can roll a dice. On a 5 or 6, that unit suffers a mortal wound instead.

*Talk Softly, Carry A Big Hammer:* Re-roll failed hit and wound rolls for the Admiral in the combat phase.



## KEYWORDS

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