

ARKANAUT COMPANY

The backbone of the airships, the Arkanaut Companies stand ready to deploy within the holds of their airships, whether to drive off attackers or secure plunder in the name of their sky-port. Wielding pistols and blades, the duardin of the Companies make stout warriors, each a bold privateer eager to win recognition for daring deeds.



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Privateer Pistol		12"	2	4+	4+	-	1
Aethermatic Volley Gun		18"	6	5+	4+	-1	1
Light Skyhook		24"	1	4+	3+	-2	D3
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Arkanaut Cutter		1"	1	4+	4+	-	1
Gun Butt		1"	1	4+	5+	-	1
Skypike		2"	2	4+	4+	-1	D3

DESCRIPTION

An Arkanaut Company has 10 or more models. The Arkanauts are armed with Privateer Pistols and Arkanaut Cutters. For every 10 models in the company, up to 3 can instead be armed with a Skypike or a specialist gun in the form of a Light Skyhook or Aethermatic Volley Gun. Arkanauts armed with specialist guns can club the foe with their Gun Butts in combat.

COMPANY CAPTAIN

The leader of this unit is the Company Captain. A Company Captain has a modified Privateer Pistol – either a Volley Pistol, which makes 3 Attacks rather than 2, or an Aetherflare Pistol, which has a To Wound characteristic of 3+ rather than 4+. A Company Captain makes 2 Attacks rather than 1 with their Arkanaut Cutter.

ABILITIES

Glory-seekers: Add 1 to the hit rolls for any model in this unit if the target for all of its attacks in that phase is a **HERO** or **MONSTER**.

KEYWORDS

ORDER, DUARDIN, KHARADRON OVERLORDS, SKYFARER, ARKANAUT COMPANY