

ARKANAUT FRIGATE

The mainstay ships of the Kharadron Overlords airfleets, Arkanaut Frigates can batter foes from afar with heavy ordnance, drop ground-pounding bombs or strike deep into enemy territory to deploy troops straight into the thick of the fight.



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Heavy Sky Cannon		18"	1	4+	2+	-2	D6
Heavy Skyhook		18"	1	4+	3+	-2	D3
Aethershot Carbines		12"	*	3+	4+	-1	1
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Belaying Valves		1"	*	4+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Aethershot Carbines	Belaying Valves
0-3	10"	4	3
4-6	9"	4	3
7-9	9"	3	3
10-12	8"	3	2
13+	8"	2	1

DESCRIPTION

An Arkanaut Frigate is a single model. It is armed with Aethershot Carbines, racks of Grudgesettler Bombs, Skymines and Detonation Drills. Its main gun – mounted above its forecastle – is either a Heavy Sky Cannon or a Heavy Skyhook. The crew of the Arkanaut Frigate operate these deadly armaments, but can always use Belaying Valves to defend their vessel.

FLY

Arkanaut Frigates can fly.

ABILITIES

Aetheric Navigation: If there is a friendly Aetheric Navigator visible to it, an Arkanaut Frigate can move an extra D3" in the movement phase.

All Hands to the Guns: In each of your hero phases, the Captain of an Arkanaut Frigate can give this order. If they do so, until your next hero phase you can re-roll hit rolls of 1 in the shooting phase for the Arkanaut Frigate, but its Move characteristic is halved and it may not run.

Bomb Racks: If any enemy unit ends its charge within 1" of the Frigate, it can drop Detonation Drills or Grudgesettler Bombs. Choose which bombs it will drop, and then roll a dice. On a roll of 4 or more the enemy unit suffers the following effect:

Detonation Drills: The enemy unit cannot be chosen to pile in and attack until all other units have done so. Units that can fly are not affected.

Grudgesettler Bombs: The enemy unit suffers D3 mortal wounds. Units that can fly are not affected.

Skyhook: If one or more enemy units suffer an unsaved wound from a Heavy Skyhook, the Arkanaut Frigate can immediately move D6", as long as it ends the move closer to one of these units.

Skymines: An Arkanaut Frigate will release clusters of spiked Skymines to defend itself from flying enemies. When an enemy unit that can fly ends its charge within 1" of a Frigate, roll a dice for each model in the charging unit. On each roll of 6 the unit suffers a mortal wound.

Tireless Endrinrigger: Roll a dice for this model in each of your hero phases. On a 4 or more it heals 1 wound.

Vessel: An Arkanaut Frigate can carry 10 **SKYFARER** models, allowing them to move swiftly across the battlefield and in relative safety.

Overburdened: If you wish, your Arkanaut Frigate can carry up to 15 **SKYFARER** models. For each **SKYFARER** over 10 that it carries, reduce the Frigate's Move characteristic by 1".

Set-up: When you set up an Arkanaut Frigate, units of **SKYFARERS** can start the battle embarked within it instead of being set up separately – declare which units are embarked inside the Arkanaut Frigate when you set it up.

Embark: If all models in a **SKYFARER** unit can move to within 3" of a friendly Arkanaut Frigate in the movement phase, they can embark within it. Remove the unit from the battlefield and place it to one side – it is now embarked inside the vessel.

Embarked units cannot normally do anything or be affected in any way whilst they are embarked. Unless specifically stated, abilities that affect other

units within a certain range have no effect on a unit that is embarked or whilst the unit that has the ability is embarked, and you cannot measure from or to an embarked unit.

If the Arkanaut Frigate is destroyed, the passengers immediately bail out: roll a dice for each model embarked within it. For each roll of 1, a model from that model's unit (your choice) is slain. The embarked units must then disembark before the vessel is removed.

Disembark: Any unit that begins its hero phase embarked within an Arkanaut Frigate can disembark during the hero phase. When a unit disembarks, set it up so that all its models are within 3" of the vessel and none are within 3" of any enemy models – any disembarking model that cannot be set up in this way is slain.

Units that disembark can then act normally, including using abilities that can be used in the hero phase, for the remainder of their turn. Note that a unit cannot both disembark and embark in the same turn.

KEYWORDS

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