

# ARKANAUT IRONCLAD

With their thick hulls, large transport capacities and formidable arsenals, Arkanaut Ironclads are the pride of their fleet, often chosen to serve as capital ships. Many are the tales told by the Kharadron of Ironclads single-handedly wreaking ruin upon entire armies.



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Great Sky Cannon		24"	1	4+	2+	-2	D6
Great Skyhook		24"	1	4+	3+	-2	D3
Aethermatic Volley Cannon		18"	10	4+	4+	-1	1
Aethershock Torpedoes		24"	☀	4+	3+	-1	D3
Aethershot Carbines		12"	☀	3+	4+	-1	1
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Fragmentation Charges		1"	☀	4+	4+	-	1
Belaying Valves		1"	5	4+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Aethershock Torpedoes	Aethershot Carbines	Fragmentation Charges
0-4	4	8	2D6
5-8	4	7	2D6
9-12	4	6	D6
13-16	2	5	D6
17+	2	4	D3

## DESCRIPTION

An Arkanaut Ironclad is a single model. Its arsenal includes Aethershot Carbines, Grudgesettler Bombs, Fragmentation Charges, Detonation Drills, Aethershock Torpedoes and a Supremacy Mine. Its main gun is either a Great Sky Cannon, Great Skyhook or an Aethermatic Volley Cannon. The crew use Belaying Valves as improvised weapons.

## FLY

Arkanaut Ironclads can fly.

## ABILITIES

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

**Flagship:** In each of your hero phases, one Arkanaut Ironclad in your army can raise one of the following signals. The signal affects all visible friendly **SKYVESSELS** until your next hero phase:

*Fire At Will:* Add 2 to the Attacks characteristic of Aethershot Carbines.

*Make Every Shot Count:* Re-roll hit rolls of 1 in the shooting phase.

*Prove Your Worth:* Add 3" to the Range characteristic of all missile weapons.

*'Ware The Skies:* Re-roll hit and wound rolls of 1 for attacks directed against units that can fly.

**Batten the Hatches:** In each of your hero phases, before any unit disembarks, an Ironclad's Captain can give this order. If they do so, until your next hero phase you can re-roll save rolls of 1 for this model, but no unit can disembark or embark.

**Bomb Racks:** If any enemy unit ends its charge within 1" of the Ironclad, 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 Great Skyhook, the Arkanaut Ironclad can immediately move D6", as long as it ends the move closer to one of these units.

**Supremacy Mine:** Once per battle, when an enemy unit that can fly ends its charge within 1" of the Ironclad, you can launch the Supremacy Mine. When you do so, roll a dice. On a 2 or more, that unit suffers D6 mortal wounds.

**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 Ironclad can carry 20 **SKYFARER** models in relative safety.

**Overburdened:** If you wish, your Arkanaut Ironclad can carry up to 25 **SKYFARER** models. For each **SKYFARER** over 20 that it carries, reduce the Ironclad's Move characteristic by 1".

**Set-up:** When you set up an Arkanaut Ironclad, units of **SKYFARERS** can start the battle embarked within it instead of being set up

separately – declare which units are embarked inside the Arkanaut Ironclad when you set it up.

**Embark:** If all models in a **SKYFARER** unit can move to within 3" of a friendly Arkanaut Ironclad 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 Ironclad 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 Ironclad can disembark. 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. A unit cannot disembark and embark in the same turn.

## KEYWORDS

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