

# ARKANAUT COMPANY

The backbone of the Kharadron airfleets are the Arkanaut Companies. These grizzled privateers crew the sky-ports' vessels, and are armed with a variety of aether-powered firearms and deck tools with which to repel boarders or take the fight to the enemy.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Privateer Pistol	9"	2	4+	4+	-	1
Aethermatic Volley Gun	12"	6	5+	4+	-1	1
Light Skyhook	18"	1	4+	3+	-2	D3
Aetherflare Pistol	9"	2	4+	3+	-	1
Volley Pistol	9"	3	4+	4+	-	1
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 any number of models, each armed with a Privateer Pistol and Arkanaut Cutter.

1 in every 10 models can replace their Privateer Pistol and Arkanaut Cutter with

an Aethermatic Volley Gun and Gun Butt; 1 in every 10 models can replace their Privateer Pistol and Arkanaut Cutter with a Light Skyhook and Gun Butt; and 1 in every 10 models can replace their Privateer Pistol and Arkanaut Cutter with a Skypike.

**COMPANY CAPTAIN:** 1 model in this unit can be a Company Captain. That model is armed with an Aetherflare Pistol or Volley Pistol instead of a Privateer Pistol.

## KEYWORDS

ORDER, DUARDIN, KHARADRON OVERLORDS, SKYFARER, MARINE, ARKANAUT COMPANY

## ABILITIES

**Glory-seekers:** *All of the warriors that make up an Arkonaut Company are eager to win recognition for daring deeds.*

You can re-roll battleshock tests for this unit while it is wholly within 9" of an objective, and add 1 to hit rolls for attacks made by this unit while it is wholly within 9" of an objective. This ability cannot be used if this unit is part of a garrison.

