

WARHAMMER

AGE OF SIGMAR

The cover art depicts a chaotic aerial battle. In the foreground, a heavily armored Kharadron Overlord, a dwarf with a large beard and glowing eyes, is shown in mid-air. He wears purple and gold armor and carries a large, ornate gun. Behind him, a massive, spherical mechanical flying machine with a large propeller-like structure is visible. In the background, other flying units, including a smaller dwarf on a flying machine and a dragon-like creature, are engaged in combat. The sky is filled with smoke, fire, and the silhouettes of many dragons. The overall color palette is dominated by oranges, yellows, and greys, suggesting a fiery and intense battle scene.

FACTION PACK

KHARADRON OVERLORDS

BATTLE TRAITS

Kharadron Overlords armies can use the following abilities:

☀ Once Per Battle, Deployment Phase

FLYING HIGH: *Often one skyvessel will hold back high above the battlefield, only to descend and deploy additional troops where and when they are most needed.*

Declare: Pick a friendly **SKYVESSEL** that is part of a regiment from which no units have been deployed, then pick a number of units up to its Transport Capacity (see its warscroll) that are in its regiment.

Effect: Set up all of those units in reserve **in the clouds**. They have now been deployed.

KEYWORDS

DEPLOY

🚀 Your Movement Phase

DESCEND FROM THE CLOUDS: *As a skyvessel swoops down to the battlefield, its Kharadron passengers scramble to disembark and storm the battlefield.*

Declare: Pick a friendly **SKYVESSEL** in the clouds to use this ability.

Effect: Set up that **SKYVESSEL** anywhere on the battlefield more than 9" from all enemy units. Then, set up all other units that were set up **in the clouds** with that **SKYVESSEL** wholly within 6" of it and more than 9" from all enemy units.

🚀 Reaction: You declared a non-CHARGE MOVE ability for a friendly SKYVESSEL

TRANSPORT SKYFARERS: *The Kharadron rule the skies of the realms with fleets of fearsome airships crewed by hardened duardin.*

Used By: The **SKYVESSEL** using that **MOVE** ability.

Effect: Pick a number of units up to that **SKYVESSEL**'s Transport Capacity (see its warscroll) that are wholly within 6" of it to be the targets. Units that have been transported this turn cannot be targets.

Remove the targets from the battlefield. After the **SKYVESSEL** ends its move, you must set up each target unit on the battlefield, wholly within 6" of that **SKYVESSEL** and not in combat. Those units have been transported. A unit cannot use **CHARGE** abilities if it was transported in the same turn.

🛡 Passive

SKYVESSEL COVER: *With a mighty skyvessel floating above providing covering fire, Kharadron Overlords are much harder to target.*

Effect: Subtract 1 from hit rolls for shooting attacks that target friendly **KHARADRON OVERLORDS INFANTRY** units while they are wholly within 6" of a friendly **Arkanaut Ironclad** or **Arkanaut Frigate**.

BATTLE FORMATIONS

You can pick 1 of the following battle formations for a Kharadron Overlords army. Each battle formation grants a different ability you can use in the battle.

IRON SKY ATTACK SQUADRON

U Passive

METICULOUSLY MAINTAINED:

Iron Sky Attack Squadrons make up the main fighting force of each sky-port; no expense is spared in their upkeep, in the anticipation that they will bear the brunt of the enemy's attacks.

Effect: Ignore the first damage point that would be allocated to each friendly **SKYVESSEL** in each phase.

AETHER-RUNNERS

✦ Passive

FASTEST VESSELS IN THE FLEET:

The expert navigators of the Aether-runners can outmanoeuvre any enemy that challenges their mastery of the skies.

Effect: Add 2" to the Move characteristic of all friendly **SKYVESSELS**.

ENDRINEERS GUILD EXPEDITIONARY FORCE

☼ Once Per Battle, Deployment Phase

SPECIAL PROCUREMENT: *The mechanically minded Endrineers Guild often charter fleets to form expeditionary forces equipped with the most advanced inventions in the Mortal Realms.*

Declare: Pick a friendly non-**UNIQUE KHARADRON OVERLORDS HERO** that does not have an artefact of power.

Effect: Give that **HERO** 1 artefact of power from the 'Inventions of the Sky-ports'.

Designer's Note: *This artefact of power is given to the unit during the deployment phase, not during army composition.*

GRUNDCORPS WING

⚔ Once Per Battle, Your Shooting Phase

GRUDGESETTLER PROTOCOLS:

Grundstok marines have been trained to apply such overwhelming pressure that their targets do not even get a chance to fight back.

Effect: Add 3" to the Range characteristic of ranged weapons used by friendly **Grundstok Thunderers** and **Grundstok Gunhaulers** units for the rest of the turn.



HEROIC TRAITS

LORDS OF THE SKY-FLEETS (HERO only)

Passive

ENDRINMAESTRO: *This leader's knowledge of the intricacies of Kharadron firearms design is unrivalled.*

Effect: Add 2" to the Range characteristic of ranged weapons used by friendly **KHARADRON OVERLORDS INFANTRY** units while they are wholly within 12" of this unit.

Deployment Phase

GRUDGEBEARER: *This leader never forgets a slight, biding their time until they can take revenge.*

Declare: Pick an enemy unit to be the target.

Effect: Double the Damage characteristic of this unit's weapons for attacks that target that enemy unit for the rest of the battle.

Passive

CUNNING FLEETMASTER: *This wily skyfarer never does what the enemy expects.*

Effect: Each time a friendly **SKYVESSEL** wholly within 12" of this unit uses the 'Redeploy' command, roll 2 dice and use the highest result when determining the distance that unit can move.

ARTEFACTS OF POWER

INVENTIONS OF THE SKY-PORTS (HERO only)

U Once Per Battle, Any Shooting or Combat Phase

BLAZEBEARD AND SONS 'DRAKK-HOBBLER' MAG-BOLAS: *This patented device can entwine monstrous foes, impeding their advance to allow more firepower to be brought to bear upon them.*

Declare: Pick an enemy **MONSTER** within 12" of this unit to be the target.

Effect: Until the start of your next turn, subtract 1 from the number of dice rolled when making charge rolls for the target, to a minimum of 1.

X Once Per Battle, Your Shooting Phase

CELESTIUM BURST-GRENADE:

Typically used by the Grundstok 'black marines', this specialised anti-ethereal weapon can nullify magical wards.

Declare: Pick an enemy unit within 12" of this unit to be the target.

Effect: Ward rolls cannot be made for the target for the rest of the turn.

S Once Per Battle, Reaction: Opponent declared a **SPELL** ability for a **WIZARD** within 30" of this unit

VOIDSTONE ORB: *This small, unassuming black globe contains the power to disrupt enemy spells.*

Effect: That spell is unbound.



• KHARADRON OVERLORDS WARSCROLL •
BROKK GRUNGSSON
 LORD-MAGNATE OF BARAK-NAR

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Grungsson's Boast	18"	1	3+	2+	2	D3+3	-
The Magnate's Charter	12"	6	3+	3+	1	2	Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Brokk's Aethermatic Saw		5	3+	3+	2	2	-

✂ Any Combat Phase

FIRST RULE OF GRUNGSSON: *When Brokk Grungsson leads his warriors into battle, he reminds them of his first and most significant commentary on the Code.*

Declare: Pick up to 2 other friendly **SKYFARER** units within this unit's combat range to be the targets.

Effect: Add 1 to the Attacks characteristic of the targets' melee weapons for the rest of the turn.

✂ End of Any Turn

MOUSTACHE-MOUNTED AETHERBLASTERS: *These custom aetherblasters deal short-range volleys of devastating fire.*

Declare: Pick an enemy unit in combat with this unit to be the target.

Effect: Roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll.

➤ Once Per Battle, Your Movement Phase

COMMAND THE FLEET: *Brokk's preferred strategy is to instruct his fleet before leading his Skyriggers on bold manoeuvres to vanquish the enemy.*

Declare: Pick up to 3 visible friendly **SKYVESSELS** wholly within 24" of this unit that are not in combat to be the targets.

Effect: Each target can use a **RUN** ability and still use **SHOOT** and/or **CHARGE** abilities later in the turn.

KEYWORDS

WARMASTER, UNIQUE, HERO, INFANTRY, FLY

ORDER, KHARADRON OVERLORDS, DUARDIN, SKYFARER



• KHARADRON OVERLORDS WARSCROLL •

ENDRINMASTER

WITH DIRIGIBLE SUIT

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Aethercannon	18"	1	3+	3+	2	3	-
Dirigible Suit Weapon Battery	12"	6	3+	3+	1	1	Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Upgraded Aethermatic Saw		4	3+	3+	2	2	-

Your Hero Phase

ENDRINMASTER: *Endrinmasters are unsurpassed at keeping the skyvessels in a fleet battleworthy.*

Declare: Pick a friendly **SKYVESSEL** within this unit's combat range to be the target.

Effect: Roll a dice. On a 2+, **Heal (3)** the target.

Passive

BY GRUNGN, I HAVE MY EYE ON YOU!: *Endrinriggers will redouble their efforts to repair a skyvessel when they are overseen by an Endrinmaster.*

Effect: Add 1 to field repairs rolls for friendly **Endrinriggers** units while they are wholly within 12" of this unit.



KEYWORDS

HERO, INFANTRY, FLY

ORDER, KHARADRON OVERLORDS, DUARDIN, SKYFARER



• KHARADRON OVERLORDS WARSCROLL •

ARKANAUT ADMIRAL

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Masterwork Volley Pistol	10"	3	3+	3+	1	2	Shoot in Combat
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability	
Skalfhammer	3	3+	2+	1	3	-	

● Your Hero Phase

ALWAYS TAKE WHAT YOU ARE

OWED: Following the decrees of the Code, the Admiral directs their fleet in the pursuit of profit and glory.

Declare: Pick a friendly **Arkanaut Company** unit wholly within 12" of this unit to be the target.

Effect: Add D6 to the target's control score until the start of your next turn.

⚔ Once Per Battle (Army), Your Shooting Phase

'BRING EVERY GUN TO BEAR!': At the Admiral's order, the skyvessel is steered into position to deliver a devastating salvo.

Declare: Pick a friendly **SKYVESSEL** wholly within 24" of this unit that is not in combat to be the target.

Effect: Add 1 to the Attacks characteristic of the target's ranged weapons for the rest of the turn.

⚙ Once Per Battle (Army), Deployment Phase

THE ADMIRAL'S FLAGSHIP: Every Admiral designates one of their vessels in the airfleet to be their flagship.

Declare: Pick an **Arkanaut Ironclad** or **Arkanaut Frigate** in this unit's regiment to be the target.

Effect: For the rest of the battle, each time the target uses the 'All-out Attack' command while this unit is wholly within 12" of it, no command points are spent.



KEYWORDS

HERO, INFANTRY

ORDER, KHARADRON OVERLORDS, DUARDIN, SKYFARER



• KHARADRON OVERLORDS WARSCROLL •

AETHERIC NAVIGATOR

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Ranging Pistol	10"	2	3+	3+	1	1	Shoot in Combat
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability	
Zephyrscope	3	3+	4+	1	D3	-	

☼ Passive

AETHERSIGHT: *Aetheric Navigators can unpick enemy spells by harnessing the arcane jet streams.*

Effect: This unit can use **UNBIND** abilities as if it had **WIZARD (1)**.

☼ Once Per Turn (Army), Your Hero Phase

READ THE WINDS: *Navigators can signal to nearby Kharadron airships, helping them to steer into prevailing currents.*

Declare: Roll 6 dice. For each 1, pick a visible enemy unit within 18" of this unit to be an enemy target. For each 6, pick a visible friendly **SKYVESSEL** within 18" of this unit to be a friendly target.

Effect: Inflict D3 mortal damage on each enemy target. If any damage points are allocated to an enemy target by this ability, halve its Move characteristic until the start of your next turn.

Add 3" to the Move characteristic of each friendly target until the start of your next turn.

KEYWORDS CORE



KEYWORDS

HERO, INFANTRY

ORDER, KHARADRON OVERLORDS, DUARDIN, SKYFARER



• KHARADRON OVERLORDS WARSCROLL •
DREKKI FLYNT

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
The Aethermatic Equaliser Mk. III	10"	2D6	3+	3+	1	2	Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Grunnsson's Axe		4	3+	3+	2	2	Anti-MONSTER (+1 Rend)

Deployment Phase

CAPTAIN OF THE AELSING:
Manned by a motley crew of ne'er-do-wells, Drekki's pride and joy is the Aelsing, said to be the fastest vessel in Barak-Mhornar.

Declare: Pick a friendly **Arkanaut Frigate** in this unit's regiment to be the target.

Effect: The target has the **AELSING** keyword. Add 1 to the Damage characteristic of the target's melee weapons for the rest of the battle.

End of Any Turn

AUXILIARY SKYHOOK: *Drekki's axe is custom-fitted with a small skyhook that can skewer beasts that stray too close.*

Declare: Pick an enemy **MONSTER** in combat with this unit to be the target.

Effect: Roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll.

Passive

SHE CAN HANDLE IT!: *Drekki has an intimate knowledge of the Aelsing's quirks and capabilities, and does not shy from encouraging his crew to push her to her limits.*

Effect: You can re-roll run rolls and charge rolls for the **AELSING** while this unit is within its combat range.



KEYWORDS

UNIQUE, HERO, INFANTRY

ORDER, KHARADRON OVERLORDS, DUARDIN, SKYFARER



• KHARADRON OVERLORDS WARSCROLL •

ENDRINMASTER

WITH ENDRINHARNESS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Aethermight Hammer	3	4+	2+	2	3	-

Once Per Turn (Army), Your Hero Phase

'AYE AYE, CAPTAIN!': *Under orders of the ship's Captain, the Endrinmaster attempts to squeeze every bit of power out of a vessel's endrin.*

Declare: Pick a friendly **SKYVESSEL** within this unit's combat range to be the target.

Effect: Roll a dice. On a 2+, for the rest of the turn:

- The target can use a **RETREAT** or **RUN** ability and still use **SHOOT** abilities later in the turn.
- No mortal damage is inflicted on the target by **RETREAT** abilities.

Your Hero Phase

ENDRINMASTER: *Endrinmasters are unsurpassed at keeping the skyvessels in a fleet battleworthy.*

Declare: Pick a friendly **SKYVESSEL** within this unit's combat range to be the target.

Effect: Roll a dice. On a 2+, **Heal (3)** the target.



KEYWORDS

HERO, INFANTRY

ORDER, KHARADRON OVERLORDS, DUARDIN, SKYFARER



• KHARADRON OVERLORDS WARSCROLL •

CODEWRRIGHT

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Aethershot Pistol	10"	2	3+	3+	1	1	Shoot in Combat
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability	
Battletome	3	4+	4+	-	D3	-	

☼ Once Per Turn (Army), Your Hero Phase

ADVISORY ROLE: *With the right tome at their fingertips, a shrewdly worded recommendation from a Codewright can have as much of an impact on a battle as a direct order from an Admiral.*

Declare: Pick up to 3 visible friendly **KHARADRON OVERLORDS** units to be the targets.

Effect: Roll a dice for each target. On a 3+, pick 1 of the following effects to apply to that target for the rest of the turn:

Seek New Prospects: Add 2 to the target's control score.

Don't Argue With the Wind: Add 1 to run rolls and charge rolls for the target.

There's No Trading With Some People: No mortal damage is inflicted on the target by **RETREAT** abilities.



KEYWORDS

HERO, INFANTRY

ORDER, KHARADRON OVERLORDS, DUARDIN, SKYFARER



• KHARADRON OVERLORDS WARSCROLL •
AETHER-KHEMIST

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Atmospheric Anatomiser	8"	3D6	4+	4+	2	1	Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Heavy Instruments		3	4+	4+	-	D3	-

**Once Per Turn (Army),
Your Shooting Phase**

AETHERIC AUGMENTATION:

An Aether-Khemist can use their Anatomiser to augment the weapons of nearby skyfarers.

Declare: Pick a friendly **KHARADRON OVERLORDS INFANTRY** unit wholly within 12" of this unit to be the target.

Effect: Roll a dice. On a 3+, add 1 to the Rend characteristic of the target's ranged weapons for the rest of the turn.

Any Combat Phase

ATMOSPHERIC ISOLATION: At the push of a button, the Aether-Khemist's Anatomiser creates a vacuum around themselves, suffocating their foes.

Declare: Pick an enemy unit in combat with this unit to be the target.

Effect: Roll a dice. On a 3+, subtract 1 from hit rolls for the target's combat attacks for the rest of the turn.



KEYWORDS

HERO, INFANTRY

ORDER, KHARADRON OVERLORDS, DUARDIN, SKYFARER



• KHARADRON OVERLORDS WARSCROLL •

ARKANAUT COMPANY

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Privateer Pistol	10"	2	4+	4+	-	1	Shoot in Combat
Aethermatic Volley Gun	15"	2D6	4+	4+	-	1	Crit (2 Hits)
Light Skyhook	15"	1	4+	3+	2	D3	Anti-MONSTER (+1 Rend)
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Arkanaut Hand Weapon		2	4+	4+	-	1	-
Skypike		2	3+	3+	1	2	Crit (Mortal)

Each model in this unit is armed with a Privateer Pistol and Arkanaut Hand Weapon.

- 1/10 models can replace their Privateer Pistol with an Aethermatic Volley Gun.
- 1/10 models can replace their Privateer Pistol with a Light Skyhook.
- 1/10 models can replace their weapons with a Skypike.
- The champion cannot replace their weapons.

✂ Passive

GLORY-SEEKERS: All of the warriors that make up an Arkanaut Company are eager to win recognition for daring deeds.

Effect: Add 1 to hit rolls for this unit's attacks that target an enemy unit contesting an objective.



KEYWORDS

INFANTRY, CHAMPION

ORDER, KHARADRON OVERLORDS, DUARDIN, SKYFARER



• KHARADRON OVERLORDS WARSCROLL •
ENDRINRIGGERS

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Rapid-fire Rivet Gun	10"	3	3+	4+	1	1	Shoot in Combat
Aethermatic Volley Gun	15"	2D6	4+	4+	-	1	Crit (2 Hits)
Endrinrigger Heavy Weapon	15"	1	4+	3+	1	D3	Anti-MONSTER (+1 Rend)
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Aethermatic Saw		3	4+	3+	2	D3	-
Gun Butt		1	4+	5+	-	1	-

Each model in this unit is armed with a Rapid-fire Rivet Gun and Aethermatic Saw.

- 1/3 models can replace their weapons with an Aethermatic Volley Gun and Gun Butt.
- 1/3 models can replace their weapons with an Endrinrigger Heavy Weapon (Grapnel Launcher, Skyhook or Drill Launcher) and Gun Butt.
- The champion cannot replace their weapons.



U End of Any Turn

EMERGENCY FIELD REPAIRS:

Endrinriggers are expert mechanics, able to keep all of the skyvessels in a Kharadron fleet afloat even in the midst of battle.

Declare: Pick a friendly SKYVESSEL within this unit's combat range to be the target.

Effect: Make a field repairs roll of D6 for each model in this unit. For each 4-5, **Heal (1)** the target. For each 6, **Heal (2)** the target.

KEYWORDS

INFANTRY, CHAMPION, FLY

ORDER, KHARADRON OVERLORDS, DUARDIN, SKYFARER



• KHARADRON OVERLORDS WARSCROLL •

SKYWARDENS

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Vulcaniser Pistol	10"	3	3+	3+	1	1	Shoot in Combat
Aethermatic Volley Gun	15"	2D6	4+	4+	-	1	Crit (2 Hits)
Skywarden Heavy Weapon	15"	1	4+	3+	1	D3	Anti-MONSTER (+1 Rend)
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Skypike		2	3+	3+	1	2	Crit (Mortal)
Gun Butt		1	4+	5+	-	1	-

Each model in this unit is armed with a Vulcaniser Pistol and Skypike.

- 1/3 models can replace their weapons with an Aethermatic Volley Gun and Gun Butt.
- 1/3 models can replace their weapons with a Skywarden Heavy Weapon (Grapnel Launcher, Skyhook or Drill Launcher) and a Gun Butt.
- The champion cannot replace their weapons.

✂ End of Any Turn

TIMED CHARGES: Skywardens are practised at striking hard and then retreating quickly amidst timed explosions to cause massive damage.

Declare: Pick an enemy unit in combat with this unit to be the target.

Effect: Roll a D3. On a 2+:

- Inflict an amount of mortal damage on the target equal to the roll.
- This unit can immediately use the 'Retreat' ability as if it were your movement phase without any mortal damage being inflicted on it.

KEYWORDS

INFANTRY, CHAMPION, FLY

ORDER, KHARADRON OVERLORDS, DUARDIN, SKYFARER



• KHARADRON OVERLORDS WARSCROLL •

GRUNDSTOK THUNDERERS

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Aethershot Rifle	18"	2	3+	4+	1	1	-
Aetheric Fumigator or Decksweeper	10"	5	3+	4+	1	1	Anti-INFANTRY (+1 Rend), Shoot in Combat
Grundstok Mortar or Aethercannon	18"	2	4+	3+	1	D3	-
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Heavy Gun Butt		1	4+	5+	-	1	-

Each model in this unit is armed with an Aethershot Rifle and Heavy Gun Butt.

- 2/5 models can replace their Aethershot Rifle with an Aetheric Fumigator or Decksweeper.
- 2/5 models can replace their Aethershot Rifle with a Grundstok Mortar or Aethercannon.
- The champion cannot replace their Aethershot Rifle.

☞ Your Shooting Phase

HOLD THIS POSITION!: *Kharadron military history is filled with tales of Thunderers standing alone at battle's end surrounded by a circle of fallen foes.*

Effect: If this unit has not used a **MOVE** ability this turn and was not set up this turn, this unit's ranged weapons have **Shoot in Combat** for the rest of the turn.



KEYWORDS

INFANTRY, CHAMPION, STANDARD BEARER (1/5)

ORDER, KHARADRON OVERLORDS, DUARDIN, SKYFARER



• KHARADRON OVERLORDS WARSCROLL •

ARKANAUT IRONCLAD

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Aethershot Carbines	12"	8	3+	3+	1	2	Shoot in Combat
Aethershock Torpedoes	18"	4	4+	3+	1	2	-
Great Sky Cannon	24"	2	4+	2+	2	D3+3	-
Great Skyhook	24"	2	3+	2+	2	D6	Anti-MONSTER (+1 Rend)
Great Volley Cannon	18"	4D6	4+	3+	1	1	Anti-INFANTRY (+1 Rend)
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Boarding Weapons		8	4+	4+	-	1	-

This unit is armed with *Aethershot Carbines*, *Aethershock Torpedoes*, *Boarding Weapons* and 1 of the following options:

- *Great Sky Cannon*
- *Great Skyhook*
- *Great Volley Cannon*

Passive

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of its *Aethershot Carbines* is 4.

Your Movement Phase

HEAVY BOMB RACKS: This skyvessel carries a variety of bombs that can be dropped onto the battlefield.

Declare: Pick an enemy unit that does not have FLY and that this unit passed across this phase to be the target.

Effect: Roll 10 dice. For each 4+, inflict 1 mortal damage on the target.

Passive

TRANSPORT CAPACITY

Effect: This unit can transport up to 3 friendly KHARADRON OVERLORDS INFANTRY units with a combined model count of up to 22 (see Battle Traits).

Deployment Phase

GREAT ENDRINWORKS: Each *Ironclad* is a master-crafted vessel with a host of custom modifications.

Effect: Pick 1 of the following effects to apply to this unit for the rest of the battle:

Magnificent Omniscope: Add 2" to this unit's Move characteristic.

Collapsible Compartments: Add 1 to the total number of units and 10 to the total number of models this unit can transport.

Aetheric Repulsion Field: This unit can use the 'Unbind' ability as if it had WIZARD (1).



• KHARADRON OVERLORDS WARSCROLL •
ARKANAUT FRIGATE

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Aethershot Carbines	12"	4	3+	3+	1	2	Shoot in Combat
Heavy Sky Cannon	24"	2	4+	2+	2	D3+1	-
Heavy Skyhook	24"	2	4+	3+	2	D6	Anti-MONSTER (+1 Rend)
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Boarding Weapons		8	4+	4+	-	1	-

This unit is armed with Aethershot Carbines, Boarding Weapons and 1 of the following options:

- Heavy Sky Cannon
- Heavy Skyhook

Your Charge Phase

ASSAULT BOAT: *The Frigate is designed to deliver warriors directly into the fray.*

Declare: This unit cannot use this ability if it is in combat or has used a **RUN** or **RETREAT** ability this turn. Pick a number of units up to its Transport Capacity that are wholly within 6" of it and that have not charged this turn to be the targets. Then, make a charge roll of 2D6.

Effect: Remove the targets from the battlefield. Then, this unit can move a distance up to the value of the charge roll and must end the move within ½" of a visible enemy unit. Then, set up the targets wholly within this unit's combat range. The targets can be set up in combat and have **STRIKE-FIRST** for the rest of the turn. This unit and the targets have charged.

KEYWORDS CORE, MOVE, CHARGE

Passive

TRANSPORT CAPACITY

Effect: This unit can transport up to 2 friendly **KHARADRON OVERLORDS INFANTRY** units with a combined model count of up to 12 (see Battle Traits).

Passive

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of its **Aethershot Carbines** is 2.

Your Movement Phase

MEDIUM BOMB RACKS: *This skyvessel carries a variety of bombs that can be dropped onto the battlefield.*

Declare: Pick an enemy unit that does not have **FLY** and that this unit passed across this phase to be the target.

Effect: Roll 6 dice. For each 4+, inflict 1 mortal damage on the target.

WAR MACHINE, FLY

KEYWORDS

ORDER, KHARADRON OVERLORDS, DUARDIN, SKYVESSEL



• KHARADRON OVERLORDS WARSCROLL •

GRUNDSTOK GUNHAULER

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Aethershot Carbine	12"	2	3+	3+	1	2	Shoot in Combat
Sky Cannon	15"	2	4+	3+	1	3	-
Drill Cannon	15"	1	3+	3+	3	3	-
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Boarding Weapons		4	4+	4+	-	1	-

This unit is armed with an Aethershot Carbine, Boarding Weapons and 1 of the following options:

- Sky Cannon
- Drill Cannon

✂ Your Movement Phase

LIGHT BOMB RACKS: This skyvessel carries a variety of bombs that can be dropped onto the battlefield.

Declare: Pick an enemy unit that does not have **FLY** and that this unit passed across this phase to be the target.

Effect: Roll 4 dice. For each 4+, inflict 1 mortal damage on the target.

⚙ Passive

TRANSPORT CAPACITY

Effect: This unit can transport 1 friendly **KHARADRON OVERLORDS INFANTRY** unit with a model count of up to 5 (see Battle Traits).

🛡 Passive

ESCORT VESSEL: Grundstok Gunhaulers are used to disrupt attacks on larger Kharadron skyvessels.

Effect: While any friendly **Arkanaut Ironclads** or **Arkanaut Frigates** are within this unit's combat range, both this unit and those friendly units have **WARD (6+)**.

KEYWORDS

WAR MACHINE, FLY

ORDER, KHARADRON OVERLORDS, DUARDIN, SKYVESSEL

SPEARHEAD



KHARADRON OVERLORDS

SKYHAMMER TASK FORCE

This Spearhead army consists of the following units:

GENERAL

- ◆ Arkanaut Admiral

UNITS

- ◆ 5 Arkanaut Company (incl. Skypike)
- ◆ 5 Arkanaut Company (incl. Light Skyhook and Aethermatic Volley Gun)
- ◆ 3 Skywardens
- ◆ 1 Arkanaut Frigate



The Kharadron naval doctrine emphasises the swift and decisive application of intense firepower in order to seize profitable territory. On occasions where it is infeasible to deploy the full might of their sky-fleet in order to achieve this purpose, a Kharadron Admiral will often take charge of a single Arkanaut Frigate and a carefully selected retinue of trusted aeronauts, forming a heavy-hitting ad-hoc formation known as a Skyhammer Task Force.

The success of a Skyhammer Task Force relies first and foremost on the wondrous war machine that is the Arkanaut Frigate. As the vessel descends from the skies, it unleashes a hail of armour-shredding firepower, clearing a landing zone for the Arkanauts rappelling down from its gunwales. The Admiral commands this ground party personally, bellowing orders and blasting at the foe with their volley pistol, while airborne, endrin-clad Skywardens sweep the skies clear of threats. Once a foothold has been secured, the Frigate will swoop back in, slowing long enough for Arkanauts to tether themselves to its hull, hitching a ride on the vessel in order to outflank and plunder the next enemy position.

*‘Give me a single Arkanaut Frigate and I can bring down a city.
Give me a dozen and I can conquer a nation.’*

– Admiral Rodran Grumborg of Barak-Nar

BATTLE TRAITS

➤ **Reaction:** You declared a non-CHARGE MOVE ability for an **Arkanaut Frigate**

PLY THE SKIES: *The Kharadron rule the skies of the realms with fleets of fearsome airships crewed by hardened duardin.*

Used By: The **Arkanaut Frigate** that is using that **MOVE** ability.

Effect: Pick a friendly **INFANTRY** unit that is wholly within the combat range of that **Arkanaut Frigate** and not in combat to be **transported**. Remove that **INFANTRY** unit from the battlefield. Then, when the **Arkanaut Frigate** ends its move, set up the **INFANTRY** unit on the battlefield again, wholly within the combat range of the **Arkanaut Frigate** and not in combat. A unit cannot use **CHARGE** abilities if it was transported in the same turn.



Arkanaut with Light Skyhook



Arkanaut with Skypike

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

Once Per Battle, Your Movement Phase

ASSAULT BOAT: *The speed and manoeuvrability of the Arkanaut Frigate allows it to deliver Arkanaut Companies directly into the fray.*

Declare: Pick a friendly unit that was **transported** this turn to use this ability.

Effect: That unit can still use **CHARGE** abilities later in the turn.

Once Per Battle, Your Movement Phase

DISENGAGE: *At an officer's command, the vessel disengages with all guns blazing.*

Declare: Pick a friendly **Arkanaut Frigate** to use this ability.

Effect: If that unit uses a **RETREAT** ability this phase, no mortal damage is inflicted on it and it can still use **SHOOT** abilities later in the turn.

ENHANCEMENTS: Give your general 1 of the following enhancements.

Passive

MASTERWROUGHT ARMOUR: *This Admiral's finely crafted suit of armour is the acme of the armourer's art.*

Effect: Your general has **WARD (6+)**.

Once Per Battle, Any Hero Phase

FLASK OF VINTAGE GOROGNA: *This rare duardin drink is said to be good for whatever ails you.*

Effect: **Heal (D6)** your general.

Once Per Battle, Reaction: You declared a CHARGE ability for a unit wholly within 12" of your general

THERE'S NO REWARD WITHOUT RISK: *Under the command of their Admiral, the crew close in on their prize without a moment's hesitation.*

Effect: You can re-roll the charge roll for that **CHARGE** ability.

Once Per Battle, Your Hero Phase

LEAVE NO DUARDIN BEHIND: *With a rousing speech, the Admiral rallies his crew and steels their resolve.*

Declare: Pick a friendly **Arkanaut Company** unit wholly within 12" of your general and roll a dice for each slain model from that unit.

Effect: For each 4+, you can return 1 slain model to that unit.

• SPEARHEAD WARSCROLL •

ARKANAUT ADMIRAL

MOVE
4"
HEALTH 6
3+ SAVE
2 CONTROL

Arkanaut Admirals are the cream of the sky-ports' officer class, intrepid leaders and battle-hardened veterans of a thousand aerial engagements whose booming commands inspire their crew to mighty deeds in the search for profit. Armed with an ornately crafted volley pistol and a massive, aether-powered skalfhammer, they lead by example, crushing skulls and blasting smoking craters in any foes that stand between them and their next big score.

 RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Masterwork Volley Pistol	10"	3	3+	3+	1	2	Shoot in Combat
 MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability	
Skalfhammer	3	3+	2+	1	3	-	

● Your Hero Phase

ALWAYS TAKE WHAT YOU ARE OWED:

Following the decrees of the Code, the Admiral directs their fleet in the pursuit of profit and glory.

Declare: Pick a friendly Arkanaut Company unit wholly within 12" of this unit to be the target.

Effect: Add D6 to the target's control score until the start of your next turn.



KEYWORDS



HERO, INFANTRY




Skywardens are elite formations of Arkanaut warriors whose duty is to safeguard their sky-fleet's vessels against attack. Granted the power of flight by portable aether-endrins, they soar alongside their metal wards, scanning the clouds and the ground below for potential threats. Should battle be joined, Skywardens will swoop from on high to skewer enemies upon long-hafted skypikes or hover at short range to incinerate them with vulcaniser pistols. Whenever the enemy gather close, they withdraw to fight anew, leaving behind floating mines that detonate to cover their escape.

• SPEARHEAD WARSCROLL •

SKYWARDENS

 RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Vulcaniser Pistol	10"	3	3+	3+	1	1	Shoot in Combat
Aethermatic Volley Gun	15"	2D6	4+	4+	-	1	-
 MELEE WEAPONS		Attacks	Hit	Wound	Rend	Damage	Ability
Skypike		2	3+	3+	1	2	Crit (Mortal)
Gun Butt		1	4+	5+	-	1	-

This unit has 2 Skywardens armed with a Vulcaniser Pistol and Skypike, and 1 Skywarden armed with an Aethermatic Volley Gun and Gun Butt.

 End of Any Turn

TIMED CHARGES: *Skywardens are practised at striking hard and then retreating quickly amidst timed explosions to cause massive damage.*

Declare: Pick an enemy unit in combat with this unit to be the target, then roll a dice.

Effect: On a 2+, inflict 1 mortal damage on the target, and this unit can immediately use the 'Retreat' ability without any mortal damage being inflicted on it.



KEYWORDS

INFANTRY, FLY

• SPEARHEAD WARSCROLL •

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. Eager to earn an officer's commission, Arkanauts compete to outdo each other with acts of reckless bravado, risking everything to secure glory – and thus earn a better share of the profits.

 RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Privateer Pistol	10"	2	4+	4+	-	1	Shoot in Combat
Aethermatic Volley Gun	15"	2D6	4+	4+	-	1	-
Light Skyhook	15"	1	4+	3+	2	D3	-
 MELEE WEAPONS		Attacks	Hit	Wound	Rend	Damage	Ability
Arkanaut Cutter		2	4+	4+	-	1	-
Gun Butt		1	4+	5+	-	1	-
Skypike		2	3+	3+	1	2	Crit (Mortal)

One unit has 4 Arkanauts armed with a Privateer Pistol and Arkanaut Cutter, and 1 Arkanaut armed with a Skypike.

The other unit has 3 Arkanauts armed with a Privateer Pistol and Arkanaut Cutter, 1 Arkanaut armed with an Aethermatic Volley Gun and Gun Butt, and 1 Arkanaut armed with a Light Skyhook and Gun Butt.

 **Passive**

GLORY-SEEKERS: *All of the warriors that make up an Arkanaut Company are eager to win recognition for daring deeds.*

Effect: Add 1 to hit rolls for attacks made by this unit that target a unit contesting an objective.



KEYWORDS

INFANTRY

MOVE
12"
HEALTH 15
3+ SAVE
5 CONTROL

The unmistakable profile of an Arkanaut Frigate set against the sky is a sight greatly feared by the Kharadron's enemies, who know all too well the devastating firepower these airships possess and the fighting spirit of the sky-sailors they carry into battle. As much transport vessels as weapon platforms, Frigates launch blistering attack runs upon enemy formations with harpoon-like skyhooks and expertly deployed munitions from their bomb racks, before swooping in low to disgorge companies of hard-bitten Arkanauts into their midst.

• SPEARHEAD WARSCROLL •

ARKANAUT FRIGATE

 RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
 Heavy Skyhook	24"	2	4+	3+	2	D6	-
Aethershot Carbines	12"	4	3+	3+	1	2	Shoot in Combat
 MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability	
Crew's Boarding Weapons	8	4+	4+	-	1	-	



 **Passive**

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of its **Heavy Skyhook** is 1.

 **Once Per Battle, Your Movement Phase**

BOMB RACKS: *This skyvessel carries a variety of bombs that can be dropped onto the battlefield below to obliterate ground targets.*

Declare: Pick an enemy unit that this unit passed across this phase to be the target, then roll a dice.

Effect: On a 2+, inflict D3 mortal damage on the target.

KEYWORDS

WAR MACHINE, FLY