

## 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.

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*‘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

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## 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*

# SPEARHEAD



**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.

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# 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

MOVE  
12"  
HEALTH 2 4+ SAVE  
CONTROL 1

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.

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## 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, REINFORCEMENTS


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# ARKANAUT COMPANY



HEALTH 1 4" MOVE 4+ SAVE 1 CONTROL

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, REINFORCEMENTS

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.

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## 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