

KHARADRON OVERLORDS

GRUNDSTOK TRAILBLAZERS

This Spearhead army consists of the following units:

GENERAL

- ◆ Endrinmaster with Dirigible Suit

UNITS

- ◆ 5 Grundstok Thunderers
- ◆ 1 Grundstok Gunhailer
- ◆ 3 Endrinriggers



The first duty of the Grundcorps is to protect the sky-fleets of the great Kharadron empire, and most do so from the deck of a mighty capital ship, fighting on behalf of an Admiral or Captain who has the aether-shares to afford them. Yet their duties go far beyond simple deck defence. Utilising their nimble Gunhailers, heavily armed bands of Grundstok Trailblazers make for excellent vanguard troops, capable of locating assets and holding them for as long as it takes for the main fleet to arrive.

Typically such work is performed on behalf of members of the Endrineers Guild. The work of such luminaries must occasionally take them far from the relative safety of an Ironclad or Frigate. Though the cost of a Grundcorps contract might be eye-watering, it is always worth it: the heavy weapons and blistering firepower of a group of Grundstok Marines is enough to make any foe think twice before attacking, and Gunhailers, though lightweight in comparison to other Kharadron vessels, are still outfitted with enough heavy munitions to annihilate an enemy warband in a single salvo.

'Don't matter if you call yerself an emperor, a mage-lord or even a god: you take a Bazz-Grummund armour-shredding sabot round to the bonce and you're goin' down for a dirt nap.'

— Gunnery Sergeant Olbi 'Squint' Polgsson of the Grundcorps



Fast-moving and armed to the teeth with the latest aethermatic weaponry, Grundstok Trailblazers plunge into the deadliest warzones and secure assets vital to the Kharadron sky-empire.

BATTLE TRAITS

 Passive


GUNHAULER ESCORT: *The threatening presence of a Grundstok Gunhauler overhead makes it difficult for enemies to focus their attacks on the Trailblazers' ground forces.*

Effect: Subtract 1 from hit rolls for attacks that target friendly **KHARADRON OVERLORDS INFANTRY** units while they are wholly within 6" of a friendly Grundstok Gunhauler.



Grundstok Thunderers

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

 Once Per Battle (Army), Your Movement Phase

RAPID RELOCATION: *The Gunhauler's pilot assumes a high trajectory before looping around and rejoining the battle from a different direction.*

Declare: Pick a friendly unit with **FLY** to be the target.

Effect: Remove the target from the battlefield and set it up again anywhere on the battlefield more than 6" from all enemy units. The target cannot use **CHARGE** abilities this turn.

 Passive

PROPELLER DOWNDRAUGHT: *The buffeting air currents kicked up by the Gunhauler as it flies low mean that nearby foes seeking to engage the Kharadron find themselves charging into a headwind.*

Effect: Subtract 1 from charge rolls for enemy units while they are within 9" of a friendly Grundstok Gunhauler.

ENHANCEMENTS: Give your general 1 of the following enhancements.

 Once Per Battle (Army), Any Combat Phase

EMERGENCY FUEL INJECTION PODS: *By flicking a rune-embossed switch concealed in their suit, this Endrinmaster can give their equipment a boost just when they need it.*

Effect: Your general has **STRIKE-FIRST** for the rest of the turn.

 Passive

PROSPECTOR AND PIONEER: *Whether they are a cranky taskmaster or a charismatic maverick, this general is a force of nature when it comes to staking new claims for their sky-port.*

Effect: Add 2 to your general's control score.

 Any Combat Phase

CELESTIUM-BURST BOMBLETS: *Long-standing trade agreements with Azyrheim have allowed the production of these munitions, which have a disruptive effect on supernatural defences.*

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

Effect: Roll a dice. On a 3+, ward rolls cannot be made for the target for the rest of the turn.

 Passive

EXTRACTION FAIL-SAFES: *This Endrinmaster has fitted their Dirigible Suit with non-essential components that can be jettisoned to distract a pursuing foe.*

Effect: Subtract 1 from the number of damage points inflicted on this unit when it uses a **RETREAT** ability.

MOVE
12"
HEALTH 8 SAVE 3+
CONTROL 2

Many Endrinmasters take to the skies in master-crafted dirigible suits, their aetherturbines allowing them to zoom through the air towards skyvessels in need of repair even as an in-built weapon array blasts their enemies into pieces.

• SPEARHEAD WARSCROLL •
ENDRINMASTER
WITH DIRIGIBLE SUIT

⚔	RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
	Aethercannon	18"	1	3+	3+	2	3	-
	Dirigible Suit Weapon Battery	12"	6	3+	3+	1	1	-
⚔	MELEE WEAPONS		Attacks	Hit	Wound	Rend	Damage	Ability
	Upgraded Aethermatic Saw		4	3+	3+	2	2	-

🏰 Your Hero Phase

ENDRINMASTER EXTRAORDINAIRE:

This Endrinmaster's rig bristles with tools and gizmos that allow them to perform battlefield repairs with great haste.

Declare: Pick a friendly unit with the FLY keyword that is wholly within 12" of this unit to be the target.

Effect: Roll a D3. On a 2+, Heal (X) the target where X is equal to the roll.



KEYWORDS

HERO, INFANTRY, FLY

MOVE
4"
HEALTH 2 SAVE 3+
CONTROL 1

Grundstok Thunderers are heavily armoured marines employed by the airfleets to defend it from hostiles. Expert marksmen and battle-hardened veterans of many voyages, they obliterate their foes in a storm of aethershot and mortar rounds.

• SPEARHEAD WARSCROLL •

GRUNDSTOK THUNDERERS

⚔	RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
	Aethershot Rifle	18"	2	3+	4+	1	1	-
	Aetheric Fumigator or Decksweeper	10"	5	3+	4+	-	1	Shoot in Combat
	Grundstok Mortar or Aethercannon	18"	2	4+	3+	1	2	-
⚔	MELEE WEAPONS		Attacks	Hit	Wound	Rend	Damage	Ability
	Gun Butt		1	4+	5+	-	1	-

- 1 model is armed with an Aethershot Rifle.
- 1 model is armed with an Aetheric Fumigator.
- 1 model is armed with a Decksweeper.
- 1 model is armed with a Grundstok Mortar.
- 1 model is armed with an Aethercannon.
- Every model is also armed with a Gun Butt.

⚔ Once Per Battle (Army), Any Shooting Phase

BEWILDERBLAST ROUNDS:

These specialist rounds emit a riot of light and sound, severely disrupting the targets' cohesion.

Declare: Pick an enemy unit that had any damage points allocated to it this phase by this unit's shooting attacks to be the target.

Effect: Subtract D6 from the target's control score for the rest of the turn.



KEYWORDS

INFANTRY, REINFORCEMENTS

MOVE

14"

HEALTH

10

2+

SAVE

CONTROL

Small, manoeuvrable and deadly, the Grundstok Gunhauler is an escort-class ship tasked with ensuring the safety of the airfleets' larger sky vessels. They perform this role well, swarming in defence before peeling off to launch blistering attack runs.

• SPEARHEAD WARSCROLL •

GRUNDSTOK GUNHAULER

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Sky Ordnance	15"	3	4+	3+	2	3	-
MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability	
Boarding Weapons	4	4+	4+	-	1	-	

✂ Any Combat Phase

GUNHAULER OVERWATCH: *At the last moment, the Gunhauler's crew loose a hasty fusillade at a charging group of foes.*

Declare: Pick an enemy unit that charged this turn and is 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.



KEYWORDS

WAR MACHINE, FLY

MOVE

12"

HEALTH

2

3+

SAVE

CONTROL

With aether-endrins strapped to their backs, Endrinriggers conduct repairs on their beloved airships miles above ground. In battle, their aether-powered tools become lethal weapons capable of punching through armour or messily sawing off limbs.

• SPEARHEAD WARSCROLL •

ENDRINRIGGERS

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	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)
Skyrigger Heavy Weapon	15"	1	4+	3+	1	D3	Anti-MONSTER (+1 Rend)
MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability	
Aethermatic Saw	3	4+	3+	1	2	Anti-charge (+1 Rend)	
Gun Butt	1	4+	5+	-	1	-	

- 1 model is armed with a Rapid Fire Rivet Gun and Aethermatic Saw.
- 1 model is armed with an Aethermatic Volley Gun and Gun Butt.
- 1 model is armed with a Skyrigger Heavy Weapon (Grapnel Launcher, Skyhook or Drill Launcher) and Gun Butt.

➤ Enemy Movement Phase

CLOUDWEAVING SKYFARERS:

It is not only the Kharadron's vessels that prowl the skies: one-duardin endrinsphere harnesses grant their wearers the power of flight, making them manoeuvrable troops indeed.

Effect: Roll a dice. On a 3+, this unit can use the 'Normal Move' ability as if it were your movement phase.



KEYWORDS

INFANTRY, FLY, REINFORCEMENTS