

SCOURGE OF AQSHY

FACTION RULES: KHARADRON OVERLORDS

ARTEFACTS OF POWER

You can pick an artefact from this table instead of from other Artefacts of Power tables available to this faction.

INGENIOUS INNOVATIONS (HERO only)

◆ Your Hero Phase

PERSISTENT

DRILLBILL: *This avian cog-familiar is relentless; once it has a foe in its sights, it will harry and peck them to the exclusion of all else.*

Declare: Pick a visible enemy unit within 12" of 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.
- If the target unit's starting size was 1, subtract 1 from hit rolls for the target's attacks until the start of your next turn.

♣ Once Per Battle, Any Combat Phase

EXPERIMENTAL

AETHER-POWERED

EJECTOR RIG: *This pioneer firmly believes that combat is for other duardin.*

Effect: Remove this unit from the battlefield and set it up again wholly within 3" of a friendly **SKYVESSEL** or **Zontari Endrin Dock** and more than 9" from all enemy units.

● Your Movement Phase

HEAT-SEEKING

AUTO-ENDRIN: *Designed to home in on sources of rage-induced heat – of which there are no shortage in fiery Aqshy – this tiny auto-endrin harasses and distracts the incensed foe.*

Declare: Pick a visible enemy unit within 18" of this unit to be the target.

Effect: Until the start of your next turn, subtract your opponent's **fury level** from the target's control score.

Designer's Note: *Use your opponent's fury level at the point the unit's control score is determined.*

ARTYCLE REFERENCES

Article References are unique enhancements that can be given to non-HERO KHARADRON OVERLORDS INFANTRY units. A unit can only have 1 Article Reference.

✂ Passive

ARTYCLE 15, POINT 4:

All duardin should be well versed in multiple combat techniques that can be employed against airborne and ground-based enemies.

Effect:

- Add 1 to hit rolls for this unit's combat attacks that target an enemy unit that has **FLY**.
- Add 1 to wound rolls for this unit's combat attacks that target an enemy unit that does not have **FLY**.

♣ Once Per Battle, Enemy Charge Phase

ARTYCLE 20,

AMENDMENT 2: *Flare guns may be used in extremis to disorientate marauders and others with sinister motives.*

Declare: If this unit has not charged this turn, pick an enemy unit that charged this turn and is in combat with this unit to be the target.

Effect: The target's attacks cannot score critical hits for the rest of the turn (treat them as regular hits instead).

♣ Passive

ARTYCLE 25, POINT 6:

Crew members must ensure the adequate defence of their superiors during perilous expeditions.

Effect: Friendly **KHARADRON OVERLORDS HEROES** have **WARD (5+)** while they are within this unit's combat range.

SCOURGE OF AQSHY

• SCOURGE OF AQSHY WARSCROLL •

NULL-KHEMIST



Kept comfortably cool in the Aqshian climes by their hermetically sealed nullsuits, Null-Khemists dart through the skies in their haste to test out their newest inventions. Woe betide those who stand between them and their research.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Null-gas Extinguisher Shoot in Combat	8"	3D6	2+	4+	1	1
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	
Prospecting Clamp	4	3+	4+	1	2	

Passive

CUSTOMISED NULLSUIT: Additional pipes have been welded to the Null-Khemist's suit that constantly vent excess nullstone gas around them in a magic-dispelling cloud.

Effect:

- This unit can use **UNBIND** and **BANISH** abilities as if it had **WIZARD (1)**.
- Add 1 to the number of dice rolled when making unbinding rolls and banishment rolls for this unit, to a maximum of 3.

Passive

DILIGENT RESEARCHER: A Null-Khemist does not stay still for long; after all, one cannot conduct proper field testing by remaining in one place.

Effect: Each time your opponent spends any **rage dice** as part of the 'Eruption of Fury' ability, after that ability has been resolved, if this unit is not in combat, it can move up to XD6", where X is the number of **rage dice** spent. It cannot end that move in combat.



KEYWORDS

HERO, INFANTRY, FLY
ORDER, KHARADRON OVERLORDS,
DUARDIN, SKYFARER

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ENDRINRIGGERS



Endrinriggers dart between their home fleet's skyvessels, making crucial repairs on the move and even in the midst of battle. Far from immune to the rage-intensifying Aqshian environment, if their vital work is interrupted, their tempers are quick to ignite.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Rapid-fire Rivet Gun Shoot in Combat	10"	3	3+	4+	1	1
Skyrigger Heavy Weapon Anti-MONSTER (+1 Rend)	15"	1	4+	3+	1	D3
Aethermatic Volley Gun Crit (2 Hits)	15"	2D6	4+	4+	-	1
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	
Aethermatic Saw Anti-charge (+1 Rend)	3	4+	3+	1	2	
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 a S kyrigger Heavy Weapon (Grapnel Launcher, Skyhook or Drill Launcher) and Gun Butt.
- The champion cannot replace their weapons.

Once Per Turn (Army), Your Hero Phase

WE'RE WORKING HERE!: Burdened with the dangerous job of repairing skyvessels on the move, an Endrinrigger wants nothing more than to focus on the task in hand; engaging them in combat is a surefire way to garner their anger.

Effect: Until the start of your next turn, if this unit has not charged in the same turn, the following cumulative effects apply depending on your **fury level**.

- Irked:** This unit's Aethermatic Saws have **Crit (Auto-wound)**.
- Exasperated:** This unit has **WARD (5+)**.
- Incensed:** Add 1 to the Damage characteristic of this unit's melee weapons.

KEYWORDS

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