

SCOURGE OF GHYRAN

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)

⚙ Once Per Battle, Your Hero Phase

SPELL IN A BOTTLE:

The bearer pops the rune-stamped cork of this bottle and unleashes an arcane manifestation previously sealed up for safekeeping.

Effect: This unit can use a **SUMMON** ability from the manifestation lore you picked during army composition as if it had **WIZARD (1)**. Instead of making a casting roll for that **SUMMON** ability, the casting roll is 7 and cannot be modified. That **SUMMON** ability cannot be unbound.

⚙ Passive

KARST-BANA AETHER-POWERED COMBAT

RIG: *This pioneer is a firm believer that wealth is be wrested from the Mortal Realms at gunpoint or at the business end of an aether-powered hammer. This has led to a custom-built combat harness, commissioned to provide overwhelming strength and protection in equal measure.*

Effect: This unit has **WARD (5+)**. In addition, add 1 to the Attacks characteristic of this unit's melee weapons.

🚀 Once Per Battle, Your Movement Phase

EMBERSTONE FLARE:

The bearer shoots a flare into the sky, signalling a skyvessel or a group of endrin-borne Kharadron to rapidly relocate.

Declare: Pick a friendly **KHARADRON OVERLORDS** unit that has **FLY** and is not in combat to be the target.

Effect: Remove the target from the battlefield and set it up again wholly within 9" of this unit and more than 9" from all enemy units.

GREAT ENDRINWORKS

Great Endrinworks are a special type of enhancement for **SKYVESSELS**. During army composition, when you add enhancements, you can pick 1 Great Endrinwork and give it to a **SKYVESSEL** on your army roster.

⚙ Reaction: A friendly unit within 12" of this unit was picked to be the target of an enemy **SPELL** ability

VOIDSTONE REPULSER VENTS:

Clouds of voidstone ground into a fine dust are released from these ports to nullify and deflect enemy spells.

Effect: Roll a dice. On a 4+:

- Ignore the effect of that spell on that friendly unit.
- Inflict D3 mortal damage on the caster.

This unit can use this ability more than once per phase but you can only roll once for each friendly unit per spell cast.

🚀 Once Per Battle, Any Combat Phase

BLAZEBEARD AND SONS EJECTOR POD:

This incredible device provides a potent fail-safe for any shrewd Kharadron leader. However after use, the warranty for the device is void, making subsequent uses a risk no sane Kharadron would ever take!

Declare: If this unit is in combat, pick a visible friendly **KHARADRON OVERLORDS HERO** wholly within 6" of this unit to be the target.

Effect: Remove the target from the battlefield, then set it up again wholly within 18" of this unit and more than 9" from all enemy units.

⚔ Any Charge Phase

ZONBARCOP 'DEALBREAKER'

BATTLE RAM: *A vessel with this best-selling upgrade need not fear full-on collisions. The same cannot be said for those in its way, however.*

Declare: If this unit charged this phase, pick an enemy unit in combat with it to be the target.

Effect: Roll a number of dice equal to the unmodified charge roll. For each 4+, inflict 1 mortal damage on the target.



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GRUNDSTOK GUNHAULER



State-of-the-art two-duardin attack craft, Grundstok Gunhaulers are the signature vessels of the Grundcorps. Both sturdy and swift, they have proved deadly above the tangled canopies of the Jade Kingdoms, taking on agile foes in aerial combat and laying waste to ground targets with a barrage of high-explosive bombs.

 RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Sky Ordnance	15"	3	4+	3+	2	3
 MELEE WEAPONS	Atk		Hit	Wnd	Rnd	Dmg
Bombs and Boarding Weapons	4		4+	4+	1	D3

⚙ Passive

TRANSPORT CAPACITY

Effect: This unit cannot transport any friendly units.

⚔ Passive

ATTACK SQUADRON: Groups of Gunhaulers range ahead to clear the way for larger skyvessels.

Effect: While this unit is wholly within 12" of any other friendly Grundstok Gunhaulers, it can use **SHOOT** abilities even if it used the 'Run' ability in the same turn.

➦ Any Shooting Phase

FIGHTER VESSELS: Gunhaulers are built for speed and manoeuvrability, zipping around larger vessels in the fleet to identify and eliminate priority targets.

Effect: If this unit used a **SHOOT** ability this phase, this unit can move D6". It cannot end that move in combat.

KEYWORDS

WAR MACHINE, FLY
ORDER, KHARADRON OVERLORDS, DUARDIN,
SKYVESSEL

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CODEWRRIGHT



The Kharadron's profitable wars in the Everspring Swathe have led to a great demand for Codewrights, experts skilled in debating the finer points of the Kharadron Code. Their utter dedication to the rule of law is so intense that a bellowed quote from the Code can cause enemies to falter in confusion and sudden panic, rendering them easy targets.

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

⚙ Any Hero Phase

I'M WATCHING YOU: Squinting and scowling, the Codewright watches with hawkish scrutiny for any breaches of the Code.

Effect: Give this unit D3 vexed points.

⚙ Once Per Turn (Army), Any Hero Phase

ALRIGHT, LISTEN UP: The Codewright's fury at such blatant disregard for the precepts and carefully laid-out clauses of the Code is so infectious that nearby Kharadron unleash a barrage of hastily aimed 'warning shots', both to appease their surly charge and to force the enemy's heads down.

Declare: If this unit is wholly within 12" of a friendly non-HERO KHARADRON OVERLORDS unit, pick a visible enemy unit within 18" of this unit to be the target. Then, choose to spend either 3 or 6 vexed points.

Effect: Pick 1 of the following effects to apply to the target for the rest of the turn:

- **Do you see how fast they are going?!** If you spent 3 vexed points, subtract D3 from the target's Move characteristic. If you spent 6 vexed points, halve the target's Move characteristic.
- **Those weapons are against regulation!:** If you spent 3 vexed points, subtract 1 from wound rolls for the target's combat attacks. If you spent 6 vexed points, subtract 1 from the Rend characteristic of the target's melee weapons and subtract 1 from wound rolls for the target's combat attacks.



KEYWORDS

HERO, INFANTRY
ORDER, KHARADRON OVERLORDS, DUARDIN,
SKYFARER