

AETHER-KHEMIST

Using an atmospheric anatomiser, an Aether-Khemist can fill the surrounding air with alchemic compounds, using a myriad concoctions to boost the power of their fleetmates' aethermatic weapons or smother enemies in billowing clouds of toxins. Their strange apparatus can also suck away vital airborne elements, sapping the vitality of enemies in close proximity.



MISSILE WEAPONS

Noxious Aether

MELEE WEAPONS

Heavy Instruments

Range	Attacks	To Hit	To Wound	Rend	Damage
10"	3D6	4+	4+	-2	1
Range	Attacks	To Hit	To Wound	Rend-	Damage
1"	2	4+	4+	-	1

DESCRIPTION

An Aether-Khemist is a single model armed with an Atmospheric Anatomiser that shoots clouds of Noxious Aether. They also carry Heavy Instruments with which they can bludgeon foes.

ABILITIES

Aetheric Augmentation: An Aether-Khemist can use their Atmospheric Anatomiser in their hero phase to augment the weapons of nearby Arkanautes. When they do so, pick a friendly **SKYFARERS** unit within 10". Until your next hero phase, add 1 to the Attacks characteristic of one kind of weapon carried by the unit (e.g. their Privateer Pistols).

Atmospheric Isolation: An Aether-Khemist can use their Anatomiser at the beginning of the combat phase to create a vacuum around themselves, suffocating their foes. When they do so, enemy models within 3" reduce each of their Attacks characteristics by 1, to a minimum of 1.

KEYWORDS

ORDER, DUARDIN, KHARADRON OVERLORDS, HERO, SKYFARER, AETHER-KHEMIST