

AETHER-KHEMIST

Masters of alchemy and atmospheric analysis, Aether-Khemists not only augment their comrades' weapons with a boost of aether-gold, but can also turn their esoteric devices against their foes to drain the air from their lungs.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Atmospheric Anatomiser	9"	3D6	4+	4+	-2	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Heavy Instruments	1"	2	4+	4+	-	1

DESCRIPTION

An Aether-Khemist is a single model armed with an Atmospheric Anatomiser and Heavy Instruments.

ABILITIES

Aetheric Augmentation: *An Aether-Khemist can use their Atmospheric Anatomiser to augment the weapons of nearby skyfarers.*

In your hero phase you can pick 1 friendly **SKYFARERS** unit wholly within 12" of this model. Until your next hero phase, you can re-roll wound rolls of 1 for attacks made by that unit. This ability cannot be used by an **AETHER-KHEMIST** that is part of a garrison, or on a friendly unit that is part of a garrison.

Atmospheric Isolation: *An Aether-Khemist can use their Anatomiser to create a vacuum around themselves, suffocating their foes.*

Subtract 1 from hit rolls for attacks made by enemy models while they are within 3" of any friendly models with this ability. This ability cannot be used by an **AETHER-KHEMIST** that is part of a garrison.

KEYWORDS

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