

BROKK GRUNGSSON

LORD-MAGNATE OF BARAK-NAR

Lord-Magnate Brokk Grungsson is the richest Kharadron privateer alive. Clad in a custom-built endrinharness and carrying a small armoury of lethal firearms, he seeks out fresh sources of aether-gold with single-minded belligerence.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Grungsson's Boast	18"	2	3+	2+	-2	D3
The Magnate's Charter	18"	6	3+	3+	-1	1
Aetherblasters	9"	2	3+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Aethermatic Saw	1"	4	3+	2+	-2	D3

DESCRIPTION

Brokk Grungsson is a named character that is a single model. He is armed with Grungsson's Boast, the Magnate's Charter, Aetherblasters and an Aethermatic Saw.

FLY: This model can fly.

ABILITIES

Custom-built Dirigible Suit: *When Brokk Grungsson charges into combat his foes are crushed by the weight of his magnificent custom-built dirigible suit.*

After this model makes a charge move, you can pick 1 enemy unit within 1" of this model and roll a dice. On a 2+, that enemy unit suffers D3 mortal wounds.

Endrinharness: *An Endrinharness is supercharged with energy, allowing the wearer to strike mighty blows in close combat.*

If the unmodified hit roll for an attack made with a melee weapon by this model is 6, that attack inflicts D3 mortal wounds and the attack sequence ends (do not make a wound or save roll).

KEYWORDS

ORDER, DUARDIN, KHARADRON OVERLORDS, BARAK-NAR, HERO, SKYFARER, BROKK GRUNGSSON

Hitcher: *Kharadron kitted out with buoyancy endrins can attach themselves to a passing skyvessel and move alongside it.*

If this model is wholly within 6" of a friendly **SKYVESSEL** immediately before the **SKYVESSEL** uses its Fly High ability, you can say that this model will hitch a lift instead of making a normal move (as long as this model has not already made a normal move in the same phase).

If you do so, after that **SKYVESSEL** has moved, remove this model from the battlefield and set it up again wholly within 6" of that **SKYVESSEL**, more than 1" from any terrain features or objectives and more than 9" from any enemy models.

No more than 7 models can hitch a lift on the same **SKYVESSEL** in the same turn.

COMMAND ABILITIES

First Rule of Grungsson: *When Brokk Grungsson leads his warriors into battle, he reminds them of his first and most significant commentary on the Code – ‘to the victor, the spoils’.*

You can use this command ability at the start of your charge phase if a friendly model with this command ability is on the battlefield. If you do so, pick 1 friendly model with this command ability. You can re-roll charge rolls for friendly **BARAK-NAR** units that are wholly within 24" of that model until the end of that phase.

