

# BJORGEN THUNDRIK

The dauntless leader of a band of profiteers, Bjorgen Thundrik has developed quite the reputation in Barak-Nar for being able to sniff out fresh seams of aethergold, and for being utterly tenacious in his pursuit of riches.



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"	3	4+	4+	-	1

## DESCRIPTION

Bjorgen Thundrik is a named character that is a single model. He is 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 and that is not part of a garrison. Until your next hero phase, you can re-roll hit rolls of 1 for that unit. This ability cannot be used by a model 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 a model that is part of a garrison.

## KEYWORDS

ORDER, DUARDIN, KHARADRON OVERLORDS, BARAK-NAR, HERO, SKYFARER, MARINE, AETHER-KHEMIST, BJORGEN THUNDRIK