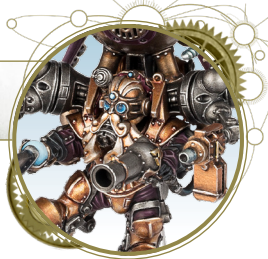


ENDRINMASTER

WITH DIRIGIBLE SUIT



Many Endrinmasters take to the skies in mastercrafted dirigible suits, their aetherturbines allowing them to zoom through the air towards skyvessels in need of repair even as an in-built weapon array blasts their enemies into pieces.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Aethercannon	12"	1	3+	2+	-2	D3
Dirigible Suit Weapon Battery	18"	6	3+	3+	-1	1
Gaze of Grungni	9"	1	3+	2+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Aethermatic Saw	1"	3	3+	2+	-2	D3

DESCRIPTION

An Endrinmaster with Dirigible Suit is a single model armed with an Aethercannon, Dirigible Suit Weapon Battery, Gaze of Grungni and Aethermatic Saw.

FLY: This model can fly.

ABILITIES

Endrinmaster: *Endrinmasters are unsurpassed at keeping the skyvessels in a fleet battleworthy.*

At the start of your hero phase, you can pick 1 friendly **SKYVESSEL** within 1" of this model. Heal 3 wounds allocated to that **SKYVESSEL**.

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).

KEYWORDS

ORDER, DUARDIN, KHARADRON OVERLORDS, HERO, SKYFARER, ENDRINMASTER

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

By Grungni, I Have My Eye On You!

Endrinriggers will redouble their efforts to repair a skyvessel when they are overseen by an Endrinmaster.

You can use this command ability in your hero phase before a friendly **ENDRINRIGGERS** unit wholly within 18" of a friendly model with this command ability uses its Endrincraft ability.

If you do so, you can re-roll any of the dice that determine how many wounds are healed by that **ENDRINRIGGERS** unit in that phase.