

ENDRINMASTER

WITH ENDRINHARNESS

Endrinmasters are peerless combat mechanics, well used to conducting emergency repairs in the white heat of battle. Many equip themselves with a strength-enhancing endrinharness that allows them to wield a fearsome aethermight hammer.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gaze of Grungni	9"	1	3+	2+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Aethermight Hammer	1"	3	3+	3+	-1	D3

DESCRIPTION

An Endrinmaster with Endrinharness is a single model armed with an Aethermight Hammer and Gaze of Grungni.

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 up to D3 wounds allocated to that **SKYVESSEL**.

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 3 mortal wounds and the attack sequence ends (do not make a wound or save roll).

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.

KEYWORDS

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