

ENDRINRIGGERS

With aether-endrins strapped to their backs, Endrinriggers conduct repairs on their beloved airships miles above ground. In battle, their aether-powered tools become lethal weapons capable of punching through armour or messily sawing off limbs.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Aethermatic Volley Gun	24"	6	4+	4+	-1	1
Grapnel Launcher or Skyhook	24"	1	4+	3+	-2	3
Drill Launcher	24"	1	4+	3+	-3	D3
Rapid-fire Rivet Gun	12"	3	3+	4+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Aethermatic Saw	1"	1	3+	2+	-2	D3
Gun Butt	1"	1	4+	5+	-	1

DESCRIPTION

A unit of Endrinriggers has any number of models, each armed with a Rapid-fire Rivet Gun and Aethermatic Saw. 1 in every 3 models can replace their Rapid-fire Rivet Gun and Aethermatic Saw with an Aethermatic Volley Gun and Gun Butt. 1 in every 3 models can replace their Rapid-fire Rivet Gun and Aethermatic Saw with one

of the following weapon options: Drill Launcher and Gun Butt; Grapnel Launcher and Gun Butt; or Skyhook and Gun Butt.

FLY: This unit can fly.

MIZZENMASTER: 1 model in this unit can be a Mizzenmaster. Add 1 to the Attacks characteristic of that model's melee weapons.

KEYWORDS

ORDER, DUARDIN, KHARADRON OVERLORDS, SKYFARERS, ENDRINRIGGERS

ABILITIES

Drill Launcher: *A handheld version of the drill cannons found aboard Kharadron gunships, the drill launcher fires a projectile that bores into its target before detonating.*

If the unmodified hit roll for an attack made with a Drill Launcher is 6, that attack inflicts 3 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll).

Endrincraft: *Endrinriggers are expert mechanics, and keep all of the skyvessels in a Kharadron fleet shipshape.*

At the start of your hero phase, you can pick 1 friendly **SKYVESSEL** within 1" of this unit and roll 1 dice for each model in this unit. For each 4+, heal 1 wound allocated to that **SKYVESSEL**.

Grapnel Launcher: *Grapnel launchers are used to entangle the enemy and stop them from making their escape.*

Enemy units cannot retreat if they are within 3" of any models from this unit armed with a Grapnel Launcher.

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

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

If you do so, after that **SKYVESSEL** has moved, remove this unit 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.

Skyhook: *Skyhooks are used to pull the bearer towards the foe.*

Add 1 to charge rolls for this unit if any models from this unit are armed with a Skyhook.

