

ENDRINMASTER

True geniuses of Kharadron endrincraft, Endrinmasters can repair or shore up even the most battered of airships. Powered by their aether-fuelled endrinharness, an Endrinmaster's aethermight hammer and welding raybeam are just as useful at wreaking devastation upon the foe as they are when conducting mid-battle repairs.



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 is a single model. They wield an Aethermight Hammer with the help of their Endrinharness, and wear a God's Eye that can unleash the Gaze of Grungni.

ABILITIES

Endrincraft: In each of your hero phases, an Endrinmaster can repair a single **SKYVESSEL** within 3" or the one they are embarked upon. That **SKYVESSEL** immediately heals D3 wounds.

Supercharged Harness: An Endrinmaster can supercharge their harness in the combat phase to give themselves extra strength, but doing so can be hazardous. If an Endrinmaster uses this ability, roll a dice. On a roll of 1, they suffer a mortal wound. On a roll of 3 or more, the Damage characteristic of their Aethermight Hammer is 3 rather than D3 until the end of the phase.

KEYWORDS

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