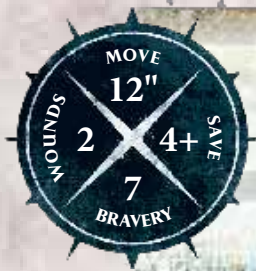


ENDRINRIGGERS

With aether-endrins strapped to their backs, Endrinriggers use the power of flight to enable them to conduct repairs on their beloved airships miles above ground. In battle, their aether-powered tools become lethal weapons capable of punching through the thickest enemy armour or messily sawing off heads and limbs.



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Rapid-fire Rivet Gun		12"	3	3+	4+	-1	1
Aethermatic Volley Gun		24"	6	4+	4+	-1	1
Skyhook		24"	1	4+	3+	-2	3
Drill Cannon		24"	1	4+	3+	-3	3
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 3 or more models. The Endrinriggers are armed with Rapid-fire Rivet Guns and Aethermatic Saws. For every 3 models in the unit, in place of their rivet gun and saw, 1 may be armed with an Aethermatic Volley Gun and 1 may be armed with either a Skyhook, Drill Cannon or Grapnel Launcher – these Endrinriggers will resort to clubbing the enemy with their Gun Butts at close quarters.

FLY

Endrinriggers can fly.

MIZZENMASTER

The leader of this unit is a Mizzenmaster. A Mizzenmaster makes 2 attacks rather than 1 with their Aethermatic Saw.

ABILITIES

Endrincraft: In each of your hero phases, a unit of Endrinriggers can repair a single **SKYVESSEL** within 1" or the one they are embarked upon. That **SKYVESSEL** immediately heals 1 wound.

Exploding Drill: If the wound roll for a Drill Cannon is a 6 or more, you can pick another enemy unit within 3" of the target unit. That unit suffers D3 mortal wounds in addition to any damage dealt to the target unit.

Grapnel Launcher: An Endrinrigger with a Grapnel Launcher can fire it at the end of their shooting phase, after all other shooting has been resolved. Choose a terrain feature or a unit – friend or foe – with a Wounds characteristic of 10 or more within 24" and roll a dice. On a roll of 4 or more the grapnel has snagged on the target; immediately move this unit of Endrinriggers any distance directly towards the target. They must finish their move more than 3" from enemy models.

Hitchers: Endrinriggers do not count towards the maximum number of **SKYFARERS** that can be embarked on a **SKYVESSEL**, and are not counted for the Overburdened rule.

Skyhook: If any enemy units suffer an unsaved wound from a Skyhook, those units are harpooned. The Endrinriggers can immediately move D6", as long as this move takes them closer to a harpooned unit.



KEYWORDS

ORDER, DUARDIN, KHARADRON OVERLORDS, SKYFARERS, ENDRINRIGGERS