The Arch-Warlocks of the Clans Skryre are armour-clad killers whose warp-tech weapons and arcane ability have been the death of countless foes. Though they prefer to lead from the back, Arch-Warlocks are deadly in their own right.

**DESCRIPTION**

An Arch-Warlock is a single model armed with a Stormcage Halberd and Piston Claw.

**ABILITIES**

**More-more Stormcage!**: A stormcage halberd’s generator can be overloaded, if the wielder dares.

Before you make a hit roll for an attack with a Stormcage Halberd, you can say that the engineer has overloaded its generator. If you do so, the Damage characteristic for that attack is D6 instead of D3. However, if you do so and the unmodified hit roll is 1, that attack fails and this model suffers D6 mortal wounds.

**MAGIC**

This model is a Wizard. It can attempt to cast two spells in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Warp Lightning Storm spells.

**Warpfire Gauntlet**: In an emergency, this weapon can be used to spit a stream of warpfire at the foe. Once per battle, in your shooting phase, you can pick 1 enemy unit within 8" of this model and visible to them, and roll a dice. On a 2+ that unit suffers D3 mortal wounds.

**Warp Lightning Storm**: The Arch-Warlock summons a crackling tempest to kill-smite his foes. Warp Lightning Storm has a casting value of 7. If successfully cast, pick up to D3 enemy units within 13" of the caster and visible to them. Those units each suffer D3 mortal wounds. Before making the casting roll, you can say that this model will use its warp-power accumulator to augment the spell. If you do so and the casting attempt is successful and not unbound, the spell inflicts D6 mortal wounds on each of those units instead of D3. However, if you do so and the casting attempt fails or is unbound, this model suffers D3xD6 mortal wounds.

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stormcage Halberd</td>
<td>2&quot;</td>
<td>1</td>
<td>3+</td>
<td>3+</td>
<td>-2</td>
<td>D3</td>
</tr>
<tr>
<td>Piston Claw</td>
<td>1&quot;</td>
<td>1</td>
<td>4+</td>
<td>3+</td>
<td>-2</td>
<td>3</td>
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</tbody>
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**KEYWORDS**

CHAOS, SKAVEN, SKAVENTIDE, CLANS SKRYRE, HERO, WIZARD, WARLOCK ENGINEER, ARCH-WARLOCK