



WARLOCK ENGINEER



Warlock Engineers scurry into battle with arcane engines strapped to their backs and crackling weapons of war clutched in their gnarled claws. Their warp lightning arcs out to make their victims twitch and dance as it burns them alive.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warplock Pistol	9"	1	3+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warp-energy Blade	1"	1	4+	3+	-1	D3

DESCRIPTION

A Warlock Engineer is a single model armed with a Warplock Pistol and Warp-energy Blade.

ABILITIES

More-more Warp-energy!: *A warp-energy blade's generator can be overloaded, if the wielder dares.*

Before you make a hit roll for an attack with a Warp-energy Blade, 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 one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the Warp Lightning spell. Any number of **WARLOCK ENGINEERS** can attempt to cast Warp Lightning spells in the same hero phase.

Warp Lightning: *The engineer points his claw, and bolts of warp lightning arc outwards.*

Warp Lightning has a casting value of 5. If successfully cast, pick 1 enemy unit within 13" of the caster and visible to them. That unit suffers 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 instead of D3. However, if you do so and the casting attempt fails or is unbound, this model suffers D6 mortal wounds.

KEYWORDS

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