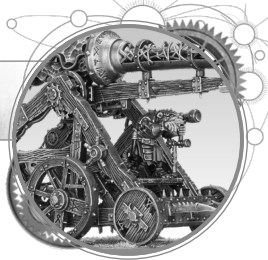




WARP LIGHTNING CANNON



The Warp Lightning Cannon channels energy from a huge chunk of refined warpstone in order to send roiling blasts of green-and-black lightning hurtling across the battlefield.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warp Lightning Blast	24"	—————		See below	—————	
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Teeth and Knives	1"	D6	5+	5+	-	1

DESCRIPTION

A Warp Lightning Cannon is a single model armed with a Warp Lightning Blast and the crew's Teeth and Knives.

ABILITIES

Warp Lightning Blast: A Warp Lightning Cannon fires bolts of pure warp lightning that disintegrate any who are caught by them.

Do not use the attack sequence for an attack made with a Warp Lightning Blast. Instead roll a dice; that roll determines the power of

that attack. Then roll 6 more dice. The target suffers 1 mortal wound for each of those rolls that is equal to or greater than the power of that attack.

More-more Warp Lightning!: A Warlock Engineer can increase the power output of a Warp Lightning Cannon, but at the risk that it will harm the weapon and its crew.

Before you roll the dice that determines the power of a Warp Lightning Blast for this model, if there is a friendly **WARLOCK ENGINEER** within 3" of this model you can say that the engineer will increase

the weapon's power output. If you do so, roll 12 more dice instead of 6 more dice for that attack. However, after the attack has been resolved, this model suffers D3 mortal wounds for each unmodified roll of 1 on those 12 dice. A single **WARLOCK ENGINEER** cannot be used to increase the power output of more than one Warp Lightning Blast in the same phase.

KEYWORDS

CHAOS, SKAVEN, SKAVENTIDE, CLANS SKRYRE, WAR MACHINE, WARP LIGHTNING CANNON