



WARLOCK BOMBARDIER



Warlock Bombardiers are those engineers who develop a particular penchant for weapons that deliver explosive death from extreme range. Their alchemical armaments cause substantial devastation wherever they strike home.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Doomrocket	18"	1	4+	3+	-1	D6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Firing Pole	1"	1	5+	5+	-	1

DESCRIPTION

A Warlock Bombardier is a single model armed with a Doomrocket and Firing Pole.

ABILITIES

More-more Doomrocket!: *A doomrocket's warhead can be overloaded, if the wielder dares.*

Before you make a hit roll for an attack with a Doomrocket, you can say that the engineer has overloaded its warhead. If you do so, the Damage characteristic for that attack is 2D6 instead of D6. However, if you do so and the

unmodified hit roll is 1, that attack fails and this model suffers 2D6 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, WARLOCK BOMBARDIER