



WARPLOCK JEZZAILS



Long-barrelled rifles that fire glowing warp-bullets from behind bulky pavises, Warplock Jezzails are so sizeable that they require two trained skaven to operate, and can blast an armoured cavalryman from their saddle at thirteen hundred paces.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warplock Jezzail	30"	1	4+	3+	-2	2
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Rusty Knives	1"	2	5+	5+	-	1

DESCRIPTION

A unit of Warplock Jezzails has any number of models, each armed with a Warplock Jezzail and Rusty Knives.

ABILITIES

Warpstone Snipers: *The Warplock Jezzail fires a bullet made of highly toxic warpstone.*

If the unmodified hit roll for an attack made with a Warplock Jezzail is 6, that attack inflicts 2 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll).

Pavise: *The pavise carried by a Warplock Jezzail team shields them from harm, and can be used to steady their long-barrelled weapon.*

You can re-roll hit rolls for attacks made with this unit's Warplock Jezzails if this unit has not made a move in the same turn. In addition, add 2 to save rolls for attacks made with missile weapons that target this unit.