



ARCH-WARLOCK



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warpfire Gauntlet	8"			See below		
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Piston Claw	1"	1	4+	3+	-2	3
Stormcage Halberd	2"	2	3+	3+	-1	D3

DESCRIPTION

An Arch-warlock is a single model. They carry deadly Stormcage Halberds, and can crush victims with their Piston Claws. Each Arch-warlock wears a mighty device of his own design known as an iron frame, into which is built a Warpfire Gauntlet which can be fired in emergencies.

ABILITIES

Warpfire Gauntlet: Once per battle, in your shooting phase, the Arch-warlock can shoot warpfire from his gauntlet. Pick a unit within 8"; it suffers D3 mortal wounds.

MAGIC

An Arch-warlock is a wizard. He can attempt to cast two different spells in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Warpstorm spells.

WARPSTORM

With the aid of his Stormcage Halberd, the Arch-warlock summons a tempest of warp lightning to kill-smite his foes. Warpstorm has a casting value of 7. If successfully cast, select up to three different visible units within 18". Roll a dice for each of these units; on a 2 or more that unit suffers D3 mortal wounds.

KEYWORDS

CHAOS, SKAVEN, SKRYRE, HERO, WIZARD, ARCH-WARLOCK