



## WARPLOCK JEZZAILS



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 Blade	1"	2	5+	4+	-	1

### DESCRIPTION

A unit of Warplock Jezzails has 3 or more models. Each model consists of a pair of skaven. One wields the Warplock Jezzail itself. The other carries a large Pavise (which provides cover as well as a rest for the long-barrelled gun), and a Rusty Blade with which to stab-stab any foes that come too close.

### ABILITIES

**Pavise:** If a Warplock Jezzail does not move in your movement phase, you can re-roll hit rolls of 1 for it in your next shooting phase so long as no enemy model is within 3". In addition, if the entire unit does not move in your movement phase, its save is 4+ against enemy shooting attacks until your next movement phase.

**Warpstone Snipers:** If you roll a 6 or more to hit with a Warplock Jezzail in the shooting phase you do not need to make a wound roll for that shot – the target automatically suffers 2 mortal wounds instead of the normal damage.

### KEYWORDS

CHAOS, SKAVEN, SKRYRE, WARPLOCK JEZZAILS