

# Captain-Engineer Jubal Falk & the Nuln Ironsides

Captain-Engineer Jubal Falk	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>LD</b>
	4	3	4	3	3	2	4	2	8

95 Points

**Unit Type:** (Infantry)

**Special Rules**

- The Nuln Ironsides
- Black Powder Discipline
- Engineer

**Equipment**

- Heavy Armour
- Hand Weapon
- Hochland Long Rifle
- Mercurial Shot

**SPECIAL RULES**

**The Nuln Ironsides**

This regiment is drawn from the guards and apprentices of the famous Imperial Gunnery School of Nuln, and is one of the most widely respected and well equipped handgunner regiments in the Empire. In order to represent this, if Jubal Falk is taken as part of your army, then you may choose to upgrade any regiments of Handgunners you also have to be Ironsides at +2 points per model, upgrading them to wear heavy armour (this must be suitably modelled).

**Black Powder Discipline**

Any Ironsides Handgunner unit that contains Jubal Falk may re-roll shooting to hit rolls of '1' with its handguns. Note that this doesn't apply to Jubal himself.

**Engineer**

Falk is an Engineer, and follows all the normal rules for Engineers from the Empire Army book.

**Mercurial Shot (Magic Weapon, One Use)**

Made from a special hollow bullet filled with an alchemical vitriol, this bullet shatters on contact and can bring down even the most inhuman target. This is a one use attack which is used in conjunction with Falk's Hochland long rifle (with all its usual rules applying), and the player must declare its use before rolling to hit. If it strikes the target it hits with Strength 6, Armour piercing, and Multiple Wounds (2). If the shot misses, it is wasted.

*Captain-Engineer Jubal Falk is a Hero choice in an Empire army.*