

## WARSCROLL JADE OBELISK



Cursed artificers skilled in stonecraft, the Jade Obelisk are acutely aware of their finite time as living flesh. They are single-minded in their purpose to desecrate the idols of false gods before their mortal bodies succumb to an inevitable petrification.

MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Antithete Bow		18"	1	4+	4+	-	1
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Mason's Tools		1"	2	4+	3+	-1	1
Jade Dagger		1"	1	4+	3+	-	1
Stone-like Beak and Serpentine Tail		1"	1	3+	3+	-1	1

Each model in a Jade Obelisk unit is armed with Mason's Tools. 4 in every 10 models can replace their Mason's Tools with an Antithete Bow and a Jade Dagger.

**NEPHRITE PRIESTESS:** 1 in every 10 models in this unit must be a Nephrite Priestess. A Nephrite Priestess can issue commands to their own unit.

**OBELISK BEARER:** 1 in every 10 models in this unit must be an Obelisk Bearer. While this unit includes any Obelisk Bearers, you can return 1 slain model to this unit at the end of the combat phase.

**IDOLARC:** 1 in every 10 models in this unit must be an Idolarc. An Idolarc is armed with a Stone-like Beak and Serpentine Tail instead of any other weapons.

**Stone-cursed Resolve:** *These rock-skinned warriors are virtually impossible to move against their will.*

Ignore modifiers (positive and negative) when making save rolls for attacks that target this unit.

**Cast Down the Idol:** *Tools of construction are turned upon blasphemous effigies, swiftly rendering them to rubble and ruin.*

At the end of the charge phase, this unit can be picked to carry out the Smash To Rubble monstrous rampage as if it were a **MONSTER**.

### KEYWORDS

CHAOS, DISCIPLES OF TZEENTCH, MORTAL, CULTISTS, TZEENTCH, JADE OBELISK

### DISCIPLES OF TZEENTCH

WARSCROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES
Jade Obelisk	10	145	Battleline	