



CYPHER LORDS



The Cypher Lords seek not only to defeat their foes, but to drive them to insanity, for they believe madness is the purest form of Chaos. In battle, the alchemical bombs and illusory tactics of these Hyshian cultists render them almost impossible to pin down.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Throwing Stars and Chakrams	8"	1	4+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Exotic Blades	1"	1	4+	4+	-	1

DESCRIPTION

A unit of Cypher Lords has any number of models, each armed with Exotic Blades and Throwing Stars and Chakrams.

THRALLMASTER: 1 in every 8 models in this unit must be a Thrallmaster.

LUMINATE: 1 in every 8 models in this unit must be a Luminate. Add 1 to charge rolls for this unit while it includes any Luminates.

ABILITIES

Shattered Gloom Globe: *Thrallmasters carry globes that release dense clouds of shimmer smoke when shattered, choking the foe and masking the Cypher Lords' advance.*

While this unit includes any Thrallmasters, at the start of the combat phase you can pick 1 enemy unit within 3" of this unit and roll a dice. On a 4+, subtract 1 from hit rolls for that unit until your next hero phase. The same unit cannot be affected by this ability more than once per turn.

KEYWORDS

CHAOS, MORTAL, SLAVES TO DARKNESS, CULTISTS, CYPHER LORDS

SLAVES TO DARKNESS

WARSCROLL

Cypher Lords

UNIT SIZE

MIN MAX

8

32

POINTS

70

BATTLEFIELD ROLE

NOTES