

CYGOR



The cyclopean eye of a Cygor allows it to see the flows of magic that wend across the battlefield. As they tear their way through the ranks of the enemy, they feast upon spells as well as the sorcerous souls of those who cast them.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Desecrated Boulder	☀	1	4+	2+	-2	D6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Massive Horns	2"	☀	4+	3+	-1	1

DAMAGE TABLE

Wounds Suffered	Move	Desecrated Boulder	Massive Horns
0-3	8"	18"	8
4-6	6"	15"	7
7-9	5"	12"	5
10-12	4"	6"	4
13+	3"	3"	2

DESCRIPTION

A Cygor is a single model armed with Massive Horns and a Desecrated Boulder.

ABILITIES

Soul-eater: *Feeding off the swirling winds of magic, Cygors pose an incredible threat to spellcasters.*

This model can attempt to unbind 2 spells in the enemy hero phase in the same manner as a **WIZARD**. In addition, each time it unbinds a spell, the caster suffers 1 mortal wound and you can heal 1 wound allocated to this model.

Ghostsight: *Cygors are blind to all except sorcery, which appear as motes of blazing light in perpetual darkness.*

You can re-roll failed hit rolls for attacks made by this model that target a **WIZARD**.