



# THE EYES OF THE NINE

Agents of the Gaunt Summoners, the Eyes of the Nine seek out artefacts redolent with realm magics that they can corrupt with Tzeentchian energy. With these ensorcelled lodestones, they intend to tether the Silver Towers to reality.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Magical Flames	12"	2	5+	4+	-	1
Sorcerous Bolt	12"	1	5+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Savage Greatblade	1"	1	4+	4+	-1	2
Cursed Blade	1"	1	4+	4+	-	1
Vicious Beak	1"	1	4+	5+	-	1
Taloned Hands	1"	1	5+	4+	-	1

## DESCRIPTION

The Eyes of the Nine is a unit that has 4 models. Narvia and Turosh are each armed with a Cursed Blade, Sorcerous Bolt and Arcanite Shield; K'charik is armed with a Savage Greatblade and Vicious Beak; and the Blue Horror is armed with Magical Flames and Taloned Hands.

**K'CHARIK:** Add 1 to K'charik's Wounds characteristic.

## ABILITIES

**Arcanite Shield:** *This shield can protect against both physical and magical attacks.*

Roll a dice each time you allocate a wound or mortal wound to a unit that has any models armed with Arcanite Shields. On a 6, that wound or mortal wound is negated.

**Split:** *If the Blue Horror is slain, it transforms into a pair of Brimstone Horrors.*

If the Blue Horror model from a friendly unit with this ability is slain, you can add 1 Brimstone Horrors model to that unit after removing the slain model. The Brimstone Horrors' Magical Flames have an Attacks characteristic of 1 instead of 2, and their Taloned Hands have an Attacks characteristic of 2 instead of 1.

## KEYWORDS

CHAOS, TZEENTCH, CULT OF THE TRANSIENT FORM, EYES OF THE NINE