

SEEKERS

SEEKER

M	T	SV	W	LD	OC	5+
14"	4	7+	2	7+	1	

HEARTSEEKER

M	T	SV	W	LD	OC	5+
14"	4	7+	2	7+	1	

AUFSTELLUNG

4-9x Seeker - Equipped with: Lashing tongues, Slashing claws (60 x 35.5mm)
1x Heartseeker - Equipped with: Lashing tongues, Slashing claws (60 x 35.5mm)

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Lashing tongues EXTRA ATTACKS, LETHAL HITS	Melee	2	4+	4	0	1
Slashing claws DEVASTATING WOUNDS	Melee	3	3+	4	-1	1

ABILITIES

RULES - Deep Strike, Scouts 9"

Daemonic Icon

Models in the bearer's unit have a Leadership characteristic of 6+.

Instrument of Chaos

Add 1 to Charge rolls made for the bearer's unit.

Unholy Speed

You can re-roll Advance and Charge rolls made for this unit.



WEAPON RULES

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Extra Attacks

Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

Lethal Hits

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].