

EXALTED SEEKER CHARIOT [LEGENDS]

M

14"

T

6

SV

5+

W

12

LD

7+

OC

5

RW

4+

115 PTS

Base —

- Deep Strike
- The Shadow of Chaos
- Warp Rifts

1

KOMMANDO

2

BEWEGUNG

3

BESCHUSS

Lashes of torment

ANTI-INFANTRY 3+

ASSAULT

PISTOL

R

A

BS

S

AP

D

6"

6

3+

4

0

1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3

T4

T5-7

T8+

Shadow's Caress

Enemy units cannot use the Fire Overwatch Stratagem to shoot at this unit.

4

ANGRIFF

5

NAHKAMPF

Seeker tongues

EXTRA ATTACKS

LETHAL HITS

R

A

WS

S

AP

D

Melee

8

4+

4

0

1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3

T4

T5-7

T8+

Slashing claws

DEVASTATING WOUNDS

R

A

WS

S

AP

D

Melee

14

3+

4

-1

1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3

T4

T5-7

T8+

Infernal Engines of Torment

In the Fight phase, after this model has finished making its attacks, if one or more enemy units were destroyed as a result of those attacks, every enemy unit within 6" of this model must take a Battleshock test.

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W6 · RW 5+ · 4++ · 12 LP je Modell

WIRD VERWUNDET MIT

2+

3+

4+

5+

6+

S12+

S7-11

S6

S4-5

S1-3

RETTUNGSWURF JE DS

DS 0

DS -1

DS -2

DS -3

DS -4

4++

4++

4++

4++

4++

REGELN & KEYWORDS KURZ

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizo...

The Shadow of Chaos

If your Army Faction is LEGIONES DAEMONICA, certain areas of the battlefield are considered to be within your army's Shadow of Chaos, as follows: ■ Your deployment zone...

Warp Rifts

Each time a LEGIONES DAEMONICA unit from your army is set up on the battlefield using the Deep Strike ability, if it is set up wholly within your army's Shadow of Chaos,...

ANTI

This ability always takes the form [ANTI-X Y+].

ASSAULT

Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

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...

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.

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.

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

AUFSTELLUNG

1x Exalted Seeker Chariot [Legends]

Ausrüstung: Lashes of torment, Seeker tongues, Slashing claws