

SEEKERS

- Deep Strike
- Scouts 9"
- The Shadow of Chaos
- Warp Rifts

SEEKER

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

HEARTSEEKER

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

85–155 PTS

Base 60x35.5mm Oval Base

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KOMMANDO

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2 BEWEGUNG

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

3 BESCHUSS

Shadow's Caress
Enemy units cannot use the Fire Overwatch Stratagem to shoot at this unit.

4 ANGRIFF

Instrument of Chaos
Add 1 to Charge rolls made for the bearer's unit.
Seductive Gambit
Each time this unit ends a Charge move, you can declare it will perform a Seductive Gambit. If you do, until the end of the turn, this unit does not have the Fights First ability, but instead, each time a model in this unit makes an attack, you can re-roll the Hit roll and you can re-roll a Wound roll of 1.

5 NAHKAMPF

Lashing tongues **EXTRA ATTACKS**
LETHAL HITS

R	A	WS	S	AP	D
Melee	2	4+	4	0	1

VERWUNDET

2+ T1–2	3+ T3	4+ T4	5+ T5–7	6+ T8+
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Slashing claws **DEVASTATING WOUNDS**

R	A	WS	S	AP	D
Melee	3	3+	4	-1	1

VERWUNDET

2+ T1–2	3+ T3	4+ T4	5+ T5–7	6+ T8+
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VERTEIDIGUNG

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∞ IMMER / EINMALIG

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

GEGEN DIESE EINHEIT

Seeker
W4 · RW 7+ · 5++ · 2 LP je Modell
WIRD VERWUNDET MIT

2+ S8+	3+ S5–7	4+ S4	5+ S3	6+ S1–2
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RETTUNGSWURF JE DS

DS 0 5++	DS -1 5++	DS -2 5++	DS -3 5++	DS -4 5++
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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...

Scouts 9" This ability always takes the form Scouts X".

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,...

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.

AUFSTELLUNG

4-9x Seeker - Equipped with: Lashing tongues, Slashing claws
1x Heartseeker - Equipped with: Lashing tongues, Slashing claws