EXALTED SEEKER CHARIOT [LEGENDS]

M	T	SV	W	LD	OC	
14"	6	5+	12	7+	5	4+

AUFSTELLUNG

1x Exalted Seeker Chariot [Legends]

Equipped with: Lashes of torment, Seeker tongues, Slashing claws

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Lashes of torment ANTI-INFANTRY 3+, ASSAULT, PISTOL	6"	6	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Seeker tongues EXTRA ATTACKS, LETHAL HITS	Melee	8	4+	4	0	1
Slashing claws DEVASTATING WOUNDS	Melee	14	3+	4	-1	1

ABILITIES

RULES - Deep Strike, The Shadow of Chaos, Warp Rifts

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.

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

KEYWORDS: Mounted, Chaos, Daemon, Slaanesh, Exalted Seeker Chariot, Slaanesh non-Battleline, Shadow Legion

WEAPON RULES

Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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 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**].*

Pistol

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

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.