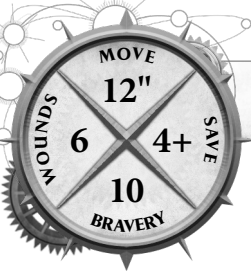


# SEEKER CHARIOTS

Seeker Chariots lead the charge of many Hedonite armies, for the beasts that pull them to war are as fleet-footed as Aqshian cheetahs. Whips lash out to strip flesh from bone as the Allurer drives the blade-wheeled conveyance into the thick of the foe.



## MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Flensing Whips	2"	4	3+	4+	-1	1
Piercing Claws	1"	3	3+	4+	-1	1
Poisoned Tongues	1"	4	3+	4+	-	1

## DESCRIPTION

A unit of Seeker Chariots has any number of models, each commanded by an Allurer armed with Flensing Whips.

**CREW AND STEEDS:** A Seeker Chariot has a Daemonette crew armed with Piercing Claws, and is drawn by Steeds of Slaanesh that attack with their Poisoned Tongues. For rules purposes, the Daemonettes and Steeds of Slaanesh are treated in the same manner as a mount.

## ABILITIES

**Impossibly Swift:** *Seeker Chariots surge across the battlefield with unnatural swiftness.*

This unit can retreat and still charge later in the same turn.

**Mutilating Blades:** *The bladed wheels and razor-sharp scythes of this deadly chariot inflict carnage when the chariot charges at a foe.*

Roll a dice for each enemy unit that is within 1" of a model from this unit after

the model from this unit finishes a charge move. On a 2+ that enemy unit suffers D3 mortal wounds. If this unit has more than 1 model, roll to determine if mortal wounds are inflicted after each model completes its charge move, but do not allocate the mortal wounds until after all of the models in the unit have moved.

## KEYWORDS

CHAOS, DAEMON, DAEMONETTE, SLAANESH, HEDONITE, SEEKER CHARIOTS