

SEEKERS



The Seekers of Slaanesh are the vanguard of the Dark Prince's daemon armies, insatiable outriders who track their foes with unrelenting swiftness, feeding on the growing terror of their prey.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Piercing Claws	1"	2	3+	4+	-1	1
Poisoned Tongue	1"	2	3+	4+	-	1

DESCRIPTION

A unit of Seekers has any number of models, each armed with Piercing Claws.

MOUNT: This unit's Steeds of Slaanesh each attack with their Poisoned Tongue.

HEARTSEEKER: 1 model in this unit can be a Heartseeker. Add 1 to the Attacks characteristic of a Heartseeker's Piercing Claws.

STANDARD BEARERS: 1 in every 5 models in this unit can be a Seeker Banner Bearer, and 1 in every 5 models in this unit can be a Seeker Icon Bearer.

Seeker Banner Bearer: You can re-roll charge rolls for this unit while it includes any Seeker Banner Bearers.

Seeker Icon Bearer: If an unmodified battleshock roll of 1 is made for this unit while it includes any Seeker Icon Bearers, you can add D3 models to this unit, and no models from this unit will flee in that phase.

Hornblower: 1 in every 5 models in this unit can be a Seeker Hornblower. If the unmodified roll for a battleshock test for an enemy unit that is within 6" of this unit while this unit includes any Seeker Hornblowers is 1, that battleshock test must be re-rolled.

ABILITIES

Quicksilver Speed: *Seekers of Slaanesh are daemonic hunters, and swift beyond belief.*

You can roll 2D6 instead of D6 when you make a run roll for this unit. In addition, this unit can run and still charge later in the same turn.

KEYWORDS

CHAOS, DAEMON, DAEMONETTE, SLAANESH, HEDONITE, SEEKERS

Soul Hunters: *Slaanesh rewards his Seekers and Hellstriders with intoxicating energy when they slay his foes.*

If any enemy models were slain by wounds inflicted by this unit's attacks in the combat phase, add 1 to the Attacks characteristic of this unit's melee weapons in the next combat phase.