

WARSCROLL



DOOMSEEKER

It is said of the Doomseeker that his axe scorches the air with every swing, that he spits glowing cinders with every war cry, and the wrath of the forge burns in his glare. This is no dishonourable mercenary, but a religious crusader whose word is his bond.



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Throwing Axe		8"	1	3+	4+	-	1
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Runic War-iron		1"	3	3+	4+	-	1
Doomseeker Axe		1"	3	3+	3+	-1	1

DESCRIPTION

A Doomseeker is a single model. He is armed with a Runic War-iron and a Doomseeker Axe, and has a plentiful supply of Fyresteel Throwing Axes to hurl at the enemy.

ABILITIES

Runic Power: If a Doomseeker slays any models, add 1 to the Damage of its War-iron until the end of the following turn.

Goaded to Fury: You can add 1 to all hit rolls made for a Doomseeker if he has suffered any wounds.

Oathbound: At the start of the first battle round, pick an enemy unit that the Doomseeker has sworn to destroy. If that unit is within 3" of the Doomseeker after he has made his attacks in the combat phase, he can pile in and attack for a second time.

KEYWORDS

ORDER, DUARDIN, FYRESLAYERS, HERO, DOOMSEEKER