

# SEEKER CHARIOTS OF SLAANESH



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Alluress' Flensing Whips or Claws	2"	3	4+	4+	-	1
Daemonette's Piercing Claws	1"	2	4+	4+	-1	1
Steeds' Poisoned Tongues	1"	4	4+	4+	-	1

## DESCRIPTION

A unit of Seeker Chariots of Slaanesh can have any number of models. An Alluress commands each chariot, attacking with a pair of Flensing Whips or Claws, whilst a Daemonette charioteer impales her foes with cruel Piercing Claws. The steeds drawing the chariots attack with Poisoned Tongues.

## ABILITIES

**Impossibly Quick:** When this unit runs, there is no need to roll a dice; it always counts as having rolled a 6.

**Exenterating Blades:** After this unit makes a charge move, roll a dice for each enemy model within 1". On a roll of 4 or more, that model's unit suffers a mortal wound.

**Deadly Grace:** Each time you make a hit roll of 6 or more for this model's Piercing Claws or Flensing Whips or Claws, you can immediately make one extra attack using the same weapon.

## MAGIC

**CHAOS WIZARDS** know the Summon Seeker Chariot spell, in addition to any others they know.

### SUMMON SEEKER CHARIOT

Summon Seeker Chariot has a casting value of 7. If successfully cast, you can set up a Seeker Chariot within 12" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase.

## KEYWORDS

CHAOS, DAEMON, DAEMONETTE, SLAANESH, SEEKER CHARIOTS