FLESH HOUNDS

75–150 PTS

M	T	Sv	W	LD	OC
12"	4	7+	2	7+	1

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Burning roar IGNORES COVER TORRENT	12"	D6	N/A	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Gore-drenched fangs	Melee	3	3+	5	-1	1

ABILITIES

Collar of Khorne
The bearer has the Feel No Pain 3+ ability against Psychic Attacks.

Hunters from the Warp
At the end of your opponent's turn, if this unit is not within Engagement Range of one or more enemy units, you can remove it from the battlefield and place it into Strategic Reserves.

WEAPON ABILITIES

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Torrent
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Feel No Pain 3+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

AUFSTELLUNG

4-9x Flesh Hound (60x35.5mm Oval Base)

1x Gore Hound (60x35.5mm Oval Base)

Equipped with: Burning roar, Gore-drenched fangs

KEYWORDS: Beast, Chaos, Daemon, Khorne, Summoned, Flesh Hounds
FACTION KEYWORDS: Blood Legions