

FLESH HOUNDS

Deep Strike Feel No Pain 3+

M

12"

T

4

SV

7+

W

2

LD

7+

OC

1

RW

5+

75-150 PTS
Base 60x35.5mm Oval Base



1

KOMMANDO

2 BEWEGUNG

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.

3 BESCHUSS

Burning roar **IGNORES COVER** **TORRENT**

R	A	BS	S	AP	D
12"	D6	N/A	4	0	1

VERWUNDET

2+ T1-2	3+ T3	4+ T4	5+ T5-7	6+ T8+
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4 ANGRIFF

5 NAHKAMPF

Gore-drenched fangs

R	A	WS	S	AP	D
Melee	3	3+	5	-1	1

VERWUNDET

2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+
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VERTEIDIGUNG

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

IMMER / EINMALIG

GEGEN DIESE EINHEIT
W4 · RW 7+ · 5++ · 2 LP je Modell
WIRD VERWUNDET MIT

2+ S8+	3+ S5-7	4+ S4	5+ S3	6+ S1-2
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RETTUNGSWURF JE DS

DS 0 5++	DS -1 5++	DS -2 5++	DS -3 5++	DS -4 5++
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Feel No Pain 3+ gegen jeden verlorenen LP

REGELN & KEYWORDS KURZ
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" horizo...
Feel No Pain 3+ This ability always takes the form Feel No Pain X+.
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 mod...
TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG
4-9x Flesh Hound
1x Gore Hound
Ausrüstung: Burning roar, Gore-drenched fangs