

FLESH HOUNDS

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

AUFSTELLUNG

4-9x Flesh Hound

1x Gore Hound

Equipped with: Burning roar, Gore-drenched fangs

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

RULES - Deep Strike, Feel No Pain 3+, The Shadow of Chaos, Warp Rifts

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.

Murderer's Cowl

This unit is eligible to shoot and declare a charge in a turn in which it Advanced.



WEAPON RULES

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.

