

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+

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 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.

