CHAOS Chaos Daemons					KARANAK - Karanak, the Hound of Vengeance											127 Pts	
1 🧗			X	((4)			6		*	X	144		©			
12"		V	Ī	2+	6	4				5	6	6	7+	1	6+	5++/4-	
						Uni	t Aptit	ıdes									
Pack Leader	W	Vhile this	s model	is leading	a unit, y	ou can re	-roll Cha	rge roll m	ade for t	hat unit, a	nd you c	an add 6"	to Advan	ce moves	for that	unit.	
Prey of the Blood God	ha	ave the I	Lethal hi	ts Special	Rule adı		all failed	To Hit ar	ıd To W	lel's prey. 'ound roll prey.			-				
Collar of Khorne				e Feel no all Deny		. •	rule again	st Psychic	Attacks.	. A unit co	ontaining	one or m	ore mode	els with a	Collar of	f Khorne	
Greater Locus of Fury	\mathbf{T}	his mod	lel, and a	ll models	in its un	it, have th	e Rage sj	pecial rule	:								
Mark of Khorne						s a melee strength cl	-			made a ch	arge mov	e, was ch	arged or p	oerforme	d a Hero	oic	
						Unit S	Special	Rules									
ndependent Character / Dec	ep Strike /	Daemo	n / Fear	/ Hatred	/ Lone C	perative ,	Scout /	Furious C	harge								
Weap	ons			, i	*	(O				Ø,			Nb	Pts	
oul-rending fangs				Me	lee	User	User	-1	2	Melee -	Precision	Strikes			1	7	
				Fa	ction A	A ptitud	es							τ	J nit ty j	pe	
Daemonic Instability Shadow o	f Chaos	aos Daemonic Manifestatio			ion	Daemonic Terror			Daemonic Incursion					Beast			