

CHAOS

Chaos Daemons

FLESH HOUNDS - Gorehound Pack

135 Pts

5



12"



3+



5



4



2



3



4



7+



1



6+



5++/4++

Unit Aptitudes

Pouncing Hunters

You can target this unit with the Heroic Intervention Stratagem for 0CP, and can do so even if you have already used that Stratagem on a different unit this phase.

Collar of Khorne

The bearer has the Feel no Pain (3+) special rule against Psychic Attacks. A unit containing one or more models with a Collar of Khorne has a +2 bonus to all Deny the Witch rolls.

Mark of Khorne

Each time a model in this unit makes a melee attack, if that models unit made a charge move, was charged or performed a Heroic Intervention this turn, add 1 to the Strength characteristic of that attack.

Unit Special Rules

Deep Strike / Daemon / Fear / Scout / Furious Charge

Weapons



Nb

Pts

Burning roar

Template

1

4

0

1

Assault - Ignores Cover

5

35

Gore-drenched fangs

Melee

User

User

-1

1

Melee

5

Faction Aptitudes

Unit type

Daemonic
Instability

Shadow of Chaos

Daemonic Manifestation

Daemonic
Terror

Daemonic
Incursion

Beast