

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

Psychic Domains

[illegible]