

CHAOS
Chaos Daemons

KARANAK - Karanak, the Hound of Vengeance

127 Pts

1



12"

2+

6

4

5

6

6

7+

1

6+

5++/4++

Unit Aptitudes

Pack Leader	While this model is leading a unit, you can re-roll Advance and Charge rolls made for that unit.
Prey of the Blood God	At the start of the first battle round, select one enemy unit to be this model's prey. Weapons equipped by models in this model's unit have the Lethal hits Special Rule adn re-rolls all failed To Hit and To Wound rolls when targeting this model's prey. Each time this model's prey is destroyed, select one new enemy unit to be this model's prey.
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.
Greater Locus of Fury	This model, and all models in its unit, have the Rage special rule.
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

Independent Character / Deep Strike / Daemon / Fear / Hatred / Lone Operative / Scout / Furious Charge

Psychic Domains

[illegible]