
























CHAOS				FLESH HOUNDS - Gorehound Pack												135 Pts					
Chaos Daemons																					
5																					
	12"				3+	5	4				2	3	4	7+	1	6+	5++/4++				
Unit Aptitudes																					
Pouncing Hunters				You can target this unit with a 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			