

FLESH HOUNDS

Swift, strong, and tenacious beyond mortal reason, Flesh Hounds run their prey to the ground without mercy. Those who seek to trick or destroy these daemonic beasts with sorcery find their powers flickering to nothing, extinguished by the wrath of Khorne.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Burning Roar	8"	1	2+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Blood-dark Claws	1"	4	3+	4+	-	1

DESCRIPTION

A unit of Flesh Hounds has any number of models, each armed with Blood-dark Claws.

Gore Hounds: 1 in every 5 models in this unit can be a Gore Hound. That model is armed with a Burning Roar in addition to its other weapons.

ABILITIES

Collars of Khorne: *Spellcasters have learned to dread Flesh Hounds as much for their collars as for their claws.*

This unit can attempt to unbind one spell in the enemy hero phase in the same manner as a **WIZARD**. In addition, this unit can attempt to dispel one endless spell at the start of your hero phase in the same manner as a **WIZARD**. Add 1 to unbinding and dispelling rolls for this unit while it contains 10 or more models.

Unflagging Hunters: *When blood is scented, nothing will keep a Flesh Hound from its prey.*

You can re-roll charge rolls for this unit.

KEYWORDS

CHAOS, DAEMON, KHORNE, FLESH HOUNDS