

KARANAK

Ever watchful, ever hungry, Karanak is the physical manifestation of the Blood God's wrathful vengeance. Once he has the scent of his quarry, this tireless hunter will not cease in his hunt until he tastes their torn flesh between his fangs.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gore-slick Claws	1"	4	3+	4+	-	1
Three Savage Maws	1"	6	4+	3+	-1	D3

DESCRIPTION

Karanak is a named character that is a single model. He is armed with Gore-slick Claws and Three Savage Maws.

ABILITIES

Unflagging Hunter: *Karanak bounds towards the foe, hungry for the taste of living flesh.*

You can re-roll charge rolls for this model.

Brass Collar of Bloody Vengeance: *Wizards tremble wherever Karanak prowls.*

This model can attempt to unbind one

spell in the enemy hero phase in the same manner as a **WIZARD**. In addition, this model can attempt to dispel one endless spell at the start of your hero phase in the same manner as a **WIZARD**. If this model successfully unbinds a spell or dispels an endless spell, the caster suffers D3 mortal wounds.

Prey of the Blood God: *Karanak is a tireless hunter, hungering for his chosen quarry's flesh.*

After armies are set up, but before the first battle round begins, pick 1 enemy **HERO** to be this model's quarry. You can re-roll hit

and wound rolls for attacks made by this model that target that **HERO**.

Call of the Hunt: *With a primal call, Karanak summons slathering Flesh Hounds to the feast.*

Once per game, during the hero phase, you can summon 1 unit of 5 Flesh Hounds to the battlefield and add it to your army if this model is within 8" of its quarry (see Prey of the Blood God, left). The summoned unit must be set up wholly within 8" of this model and more than 9" from any enemy units. The summoned unit cannot move in the following movement phase.

KEYWORDS

CHAOS, DAEMON, KHORNE, HERO, FLESH HOUND, KARANAK