

WARSCROLL
CLAWS OF KARANAK

MELEE WEAPONS

Weapons of the Hunt
Gouge-claws

Range	Attacks	To Hit	To Wound	Rend	Damage
2"	2	4+	4+	-1	1
1"	4	3+	3+	-2	1

Each model in a Claws of Karanak unit is armed with Weapons of the Hunt.

PACKLORD: 1 in every 8 models in this unit must be a Packlord. Add 2 to the Attacks characteristic of that model's melee weapons. In addition, a Packlord can issue commands to their own unit.

BRUTALISERS: 2 in every 8 models in this unit must be a Brutaliser. Add 1 to the Attacks characteristic of those models' melee weapons.

HOUND OF WRATH: 1 in every 8 models in this unit must be a Hound of Wrath. A Hound of Wrath is armed with Gouge-claws instead of Weapons of the Hunt. In addition, add 1 to that model's Wounds characteristic.

The Scent of Blood: *These savage warriors roam ahead of the advancing army, seeking out the enemy so that they can be the first to draw blood.*

After deployment but before the first battle round begins, this unit can make a normal move.

Pack Hunters: *The unearthly howls of Flesh Hounds send these killers into a blood-mad frenzy that sees them rip and bite their enemies like a pack of feral dogs.*

Add 1 to hit rolls for attacks made by this unit while they are wholly within 8" of any friendly **FLESH HOUNDS** units.



The Claws of Karanak venerate the Flesh Hounds of Khorne, taking on an aspect of the daemons' bloodthirsty nature as they hunt the enemies of the Blood God and hack them to shreds in horrific displays of brutality.

KEYWORDS

CHAOS, BLADES OF KHORNE, MORTAL, KHORNE, BLOODBOUND, CULTISTS, CLAWS OF KARANAK



BLADES OF KHORNE

WARSCROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES
Claws of Karanak	8	100	Battleline	