

# RAVENING HORDES™

## FAQ & ERRATA – VERSION 1.5.3

This document collects amendments to the rules contained within *Ravening Hordes* and associated Arcane Journals, and presents our responses to players' frequently asked questions. As this document is revised regularly, it has a version number; where a version number has a letter, e.g., 1.1a, this means it has had a local amendment, only in one language, to clarify a translation issue. When this document is revised in full, the version number will be incremented.

### Ravening Hordes Errata

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Below you will find errata to *Ravening Hordes* and its associated Arcane Journals. When this document is revised, updated entries will be highlighted in [\[blue\]](#), while entirely new additions will be highlighted in [\[magenta\]](#).

**Designers' Note:** *Errata marked with an asterisk (\*) have been corrected in a later printing of the publication and may not apply.*

#### Page 20

**Gigantic Spider:** Add 'Move through Cover' to the list of special rules.

#### Page 22

**Orc Mobs:** Add 'Furious Charge' to the list of special rules.

#### Page 23

**Goblin & Boss:** Change the Initiative characteristics to '3'

#### Page 25

**Night Goblins Options:** Change the option to 'include 0-3 Fanatics' as follows:

- 'Include 0-1 Fanatic per 10 Night Goblins, to a maximum of 3 ..... +25 points each'

#### Page 26

**Release the Fanatics!:** Change the last sentence of the first paragraph of the rule as follows:  
'Unless it is fleeing or in Marching Column, a concealing unit may release one or more of its Fanatics during any Start of Turn sub-phase.'

#### Death of a Fanatic: Change the rule as follows:

'Enemy units cannot charge a Fanatic, or otherwise attempt to engage a Fanatic in combat. However, a Fanatic can be targeted by enemy shooting as if it were a lone character. If a Fanatic finds itself lying fully or partially underneath a template, it risks being hit as normal. Should a Fanatic move into another Fanatic, they become entangled in one another's chains and both are removed as casualties. If any natural double is rolled for a Fanatic's movement, or if it moves into contact with any difficult, dangerous or impassable terrain, or any type of linear obstacle, it comes to a terminal stop, and is removed as a casualty. Finally, if a concealing unit is destroyed or flees the battlefield before its Fanatics have been released, they are also removed as casualties.'

#### Page 28

**Troll Mobs:** Change the option to 'take one of the following' as follows:  
'Any model in the unit may take one of the following:'

**Common Trolls:** Change the Leadership to '6' and the points to '39'

**River Trolls:** Change the Leadership to '6' and the points to '47'

**Stone Trolls:** Change the Leadership to '7' and the points to '43'

Add 'Motley Crew' to the Common Trolls, River Trolls and Stone Trolls lists of special rules.

#### Page 38

**Giants:** Change the Toughness characteristic to '7'

#### Page 42

**Porko's Pigstikka:** Change the second sentence of the weapon's Notes as follows:  
'Notes: This weapon's Strength and Armour Piercing modifiers apply only during a turn in which the wielder charged.'

#### Page 43

**Trollhide Trousers:** Delete the asterisk (\*).

#### Page 44

**'Eadbuttin' 'At:** Add the following to the start of the rule:  
'0-1 per model.'

#### Page 46

**Quell Impetuosity:** Change the rule as follows:  
'Whilst within 6" of a unit with this special rule, a friendly Impetuous unit may re-roll a failed Leadership test when testing to determine if it must declare a charge or act as normal.'

#### Page 47

**Brain Bursta:** Change the spell's Casting Value to '9+.'

**Mork's Curse:** Change the spell's Casting Value to '7+.'

#### Page 57

**Daemon Prince:** Change the Wounds characteristic to '5' and the Troop Type to 'Monstrous creature (character)'; then add 'Stomp Attacks (D3+1)' to the list of special rules.

#### Page 59

**Character Mounts:** Delete the restriction on the second bullet point as follows:

- 'Daemonic Mount'

Change the restrictions on the fifth and sixth bullet points as follows:

- 'Manticore (Exalted Champions and Chaos Lords only)
- Chaos Dragon (Exalted Champions and Chaos Lords only)'

**Chaos Steed:** Add 'Counter Charge' to the list of special rules.

**Daemonic Mount:** Add 'barding' to the equipment and 'Counter Charge' to the list of special rules.

#### Page 60

**Chaos Warriors:** Add 'Chaos Armour (6+)' and 'Furious Charge' to the list of special rules.

#### Page 61

**Chosen Chaos Warriors:** Add 'Furious Charge' to the list of special rules.

#### Page 64

**Chaos Ogres:** Change the points to '31'.

#### Page 65

**Chaos Trolls:** Change the Leadership to '6' and the points to '39'; then change the option to 'take one of the following' as follows:  
'Any model in the unit may take one of the following:'

Add 'Motley Crew' to the list of special rules.

#### Page 66

**Chaos Spawn:** Change the Movement characteristic to '2D6+1'.

#### Page 67

**Chaos Knights:** Add 'Chaos Armour (6+)' and 'Counter Charge' to the list of special rules.

#### Page 68

**Chosen Chaos Knights:** Change the Unit Size to '3+.'

#### Page 74

**Chaos Dragon:** Change the Base Size as follows:

- 'Base Size: 100 x 150 mm'

Add 'Impetuous' to the list of special rules.

#### Page 75

**Chimera:** Change the Wounds characteristic to '5' and the points to '170'; then replace the 'Stomp Attacks (1)' special rule with 'Stomp Attacks (D3)'.

#### Page 76

**Hellcannon:** Change the Base Size as follows:

- 'Base Size: 100 x 150 mm (Hellcannon),  
25 x 25 mm (Chaos Dwarf Handlers)'

#### Page 77

**Gifts of Chaos:** Change the second paragraph as follows:

'To represent these strange attributes, some characters may be given Gifts of Chaos. A Gift does not affect a character's mount (should they have one). Each Gift may only be chosen once per army.'

#### Page 77

**Diabolic Splendour:** Add the following to the start of the rule:

'Models whose troop type is 'infantry' or 'cavalry' only.'

**Enchanting Aura:** Add the following to the start of the rule:

'Models whose troop type is 'infantry' or 'cavalry' only.'

#### Page 80

**Infernal Puppet:** Change the first sentence of the rule as follows:

'Unless the owner of the Infernal Puppet is fleeing or engaged in combat, they may use it whenever an enemy Wizard that is within 15" of them makes a Casting roll.'

#### Page 96

**Bestigor Herds:** Add 'Furious Charge' to the list of special rules.

#### Page 97

**Gor Herds:** Add 'Furious Charge' to the list of special rules.

#### Page 99

**Minotaurs:** Change the Points to '44'.

#### Page 100

**Centigors:** Change the Points to '17'.

#### Page 101

**Dragon Ogres:** Change the Points to '59' and the unit size to '2-9'.

### Page 105

**Jabberslythe:** Change the Weapon Skill characteristic to '5' and the points to '185'.

### Page 106

**Cockatrice:** Change the points to '155'.

### Page 107

**Cygor:** Change the Toughness characteristic to '6' and the points to '205'.

### Page 108

**Chaos Giant:** Change the Toughness characteristic to '7'.

### Page 110

**Ghorgon:** Change the Toughness characteristic to '7'.

### Page 111

**Chaos Mutations:** Change the second paragraph as follows: 'To represent these strange attributes, some models may be given Chaos Mutations. A Mutation does not affect a model's mount (should it have one). Each Mutation may only be chosen once per army.'

### Page 114

**Hagtree Fetish:** Change the rule as follows:

'Whenever the bearer of the Hagtree Fetish successfully casts a Magic Missile, they may re-roll any rolls To Wound of a natural 1.'

### Page 117

**Viletide:** Change the spell's Casting Value to '9+' and change its effect as follows:

'The target enemy unit suffers 5D6 Strength 1 hits, each with an AP of -2.'

### Page 135

**Ushabti:** Change the Ballistic Skill characteristic to '2'.

### Page 137

**Skeleton Horsemen:** Change the Unit Size to '4+'.

### Page 140

**Sepulchral Stalkers:** Change the points to '49'.

### Page 141

**Skeleton Chariots:** Change the Points to '41', then change the Armour Value to '4+'.

### Page 149

**Vortex of Souls:** Change the rule as follows: 'A Casket of Souls can cast the following Bound spells, with a Power Level of 2:'

### Page 150

**Flail of Skulls:** Change the weapon's Notes as follows: 'Notes: The Flail of Skulls Strength modifier applies only against enemy models the wielder charged this turn.'

### Page 151

**Armour of the Ages:** Add the following to the start of the rule: 'Models whose troop type is 'infantry', 'cavalry' or 'chariot' only.'

**Icon of Rakaph:** Change the rule as follows:

'Unless it made a charge move, a unit carrying the Icon of Rakaph may perform a single free reform after moving during the Remaining Moves sub-phase.'

### Page 155

**Usekhp's Incantation of Desiccation:** Change the spell's Casting Value to '9+'.

## Arcane Journal Orc & Goblin Tribes Errata

### Page 35

**Da Skull Smasha:** Change the second sentence of the weapon's Notes as follows: 'You must choose which Kiknik will use when his combat is chosen during Step 1.1 of the Choose & Fight Combat sub-phase.'

### Page 38

**Troll Hag:** Change the Weapon Skill characteristic to '3'.

### Page 40

**Badlands Ogre Bulls\*:** Under 'Options', change the cost of upgrading one model to a Crusher (champion) to +7 points.

### Page 42

**Bonegrinder Giants:** Change the Toughness characteristic to '7'.

### Page 45

**Foetid Whirlpool:** Change the third, fourth and fifth sentences of the spell's effect as follows: 'Whilst in play, the template is treated as difficult terrain. The template scatters D6" during every Start of Turn sub-phase. Any enemy unit that moves through the template, or that the template moves over, suffers D3+3 Strength 4 hits, each with an AP of -3.'

**Torrent of Filth:** Change the spell's Casting Value to '7+'.

**Rapid Regeneration:** Change the spell's Casting Value to '8+'.

### Page 46

**Da Akrit Axe:** Change the second sentence of the weapon's Notes as follows: 'However, this weapon's Strength modifier applies only against enemy models the wielder charged this turn.'

## Arcane Journal Warriors Of Chaos Errata

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### Page 35

**Storm's Wrath:** Change the weapon's Notes as follows:  
'Notes: Storm's Wrath's Strength modifier applies only against enemy models the wielder charged this turn.'

### Page 38

**Marauder Tribe Chieftain:** Change the Base Size as follows:

- 'Base Size: 30 x 30 mm'

### Page 39

**Marauder Tribe Berserkers:** Change the Base Size as follows:

- 'Base Size: 30 x 30 mm'

### Page 40

**Skin Wolves:** Change the Base Size as follows:

- 'Base Size: 50 x 50 mm'

Under Options, change 'Skin Wolf Jarl' to 'Skin Wolf Jarl (Champion)' and add 'Fear' to the list of special rules.

### Page 44

**Warpfire Dragons:** Add 'Close Order' to the list of special rules.

## Arcane Journal Beastmen Brayherds Errata

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### Page 33

**Dark Coven:** Replace the second, third and fourth sentences of the rule as follows:  
'To do so, when a Bray-Shaman or Great Bray-Shaman makes a Casting or Dispel roll, they may apply a +1 modifier to the roll if one or more friendly Wizards that are not fleeing and have not succumbed to Stupidity are within their Command range. However, if they roll a natural double 1, something has gone horribly wrong. Roll immediately on the Miscast table as normal but apply the result to the Bray-Shaman or Great Bray-Shaman that made the attempt and to each friendly Wizard within their Command range.'

### Page 38

**Warpred Gors:** Add 'Furious Charge' to the list of special rules.

### Page 40

**Primal Warherds:** Add 'Furious Charge (Gors only)' to the list of special rules.

### Page 41

**Preyton:** Change the Wounds characteristic to '5'.

### Page 45

**Strangleroot:** Change the spell's Casting Value to '8+'.

### Page 47

**Banner of the Warped Moon:** Add the following to the start of the rule:  
'Single use.'

## Arcane Journal Tomb Kings Of Khemri Errata

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### Page 35

**Sepulchral Animus:** Change the rule as follows:  
'Once per turn, before making a Casting roll, any Liche Priest within a Mortuary Cult army may draw upon the magical animus of any nearby undead constructs. To do so, nominate a friendly unit that has the Nehekharan Undead special rule, that is within the Liche Priest's Command range and whose troop type is 'swarms', 'monstrous infantry', 'monstrous cavalry', 'monstrous creature' or 'behemoth'. The nominated unit immediately loses a single Wound. The Liche Priest may then apply a +1 modifier to their Casting roll.'

### Page 41

**The Flail of Conquered Kings:** Change the weapon's Notes as follows:

'Notes: The Flail of Conquered Kings' Strength modifier applies only against enemy models the wielder charged this turn.'

### Page 42

**Stone Shaper:** Change the last sentence of the rules as follows:  
'Until the end of this turn, the nominated unit improves the Regeneration value of its Regeneration save by 1.'

### Page 45

**Tomb Guard Chariots:** Change the Points to '49'.

## Arcane Journal – The War Of Settra's Fury Errata

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### Page 30

**Barded Skeletal Steed:** Add 'Counter Charge' to the list of special rules.

### Page 33

**Scroll of Summoning:** Change the spell's effect as follows:  
'The target friendly unit regains D3 lost Wounds and, until your next Start of Turn sub-phase, improves its Regeneration value by 1.'

## Ravening Hordes Frequently Asked Questions

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Below you will find our answers to frequently asked questions. Where possible, answers are given immediately, followed by further explanations. When this document is revised, updated entries will be highlighted in [\[blue\]](#), while entirely new additions will be highlighted in [\[magenta\]](#).

### Orc & Goblin Tribes

**Q:** If a unit of Night Goblins that is engaged in combat still contains any unreleased Fanatics, can they be released whilst the unit is engaged?

**A:** *Provided they can be placed within 3" of their concealing unit and not touching the bases of any other models, yes.*

**Q:** If a Fanatic moves into contact with a unit that's engaged in combat, does it hit the unit(s) that unit is engaged with as well?

**A:** *When a Fanatic moves into contact with another unit, it continues in a straight line until it can be placed back on the battlefield. Any units that line passes through are hit. Units the line does not pass through are not hit.*

**Q:** How are Victory Points scored for a Night Goblin unit that includes one or more Fanatics once its Fanatic(s) have been released?

**A:** *Fanatics are an upgrade for the unit; their cost is included when working out VP for the unit itself. In other words, the death of an individual Fanatic is not worth any VP, but destroying the unit it was concealed within will earn you the VP for the Fanatic as part of the unit's points cost.*

**Q:** What happens to a Fanatic that moves into or through the front arc of a unit of Bretonnian Peasant Bowmen equipped with 'defensive stakes'?

**A:** *Nothing good. Defensive stakes function very much like linear terrain, therefore a Fanatic that moves into contact with a row of defensive stakes, from any direction, comes to a very sudden stop and is removed from play as a casualty.*

**Q:** What happens to a Fanatic that ends its movement within the Command range of one or more models with the Hostile Terrain special rule?

**A:** *The Fanatic must make a Dangerous Terrain test. Rather than creating an area of dangerous terrain, Hostile Terrain represents a model laying traps and creating hazards, causing enemy models to make a dangerous terrain test should they end their movement within that area.*

**Q:** If I upgrade a unit of Boar Boyz to be Big 'Uns, do their War Boars benefit as well?

**A:** Yes.

*Note that the Strength characteristic of Big 'Uns is modified whilst they are engaged in combat, and that Impact Hits are made using the model's unmodified Strength characteristic.*

**Q:** When shooting a Doom Diver catapult, the template can be moved D3" after scattering. Can I use this to move the template so that it hits an enemy character that is within 3" of a unit, a character that could not usually be targeted by shooting?

**A:** *Yes. The template must be moved the full distance rolled on the D3 but, if that allows you to position it to hit an enemy character, you may do so. Sneaky Goblin Doom Divers steer their flight in an attempt to hit the best possible target, so this is completely in character.*

**Q:** All Goblins Fear Elves. If a unit of Elves causes Fear, does this lead them to cause Terror in Goblins?

**A:** No.

**Q:** Can the Glowly Green Amulet be used by a character that isn't a Wizard?

**A:** *Yes. The Glowly Green Amulet is a talisman, meaning any character that can take magic items can take it. However, if they wish to use it against an enemy spell, they do so instead of a Wizardly dispel attempt being made. This means that you cannot also attempt a Wizardly dispel against a spell you use the Glowly Green Amulet against, even if the Glowly Green Amulet explodes.*

### Arcane Journal Orc & Goblin Tribes

**Q:** Ogdruz Swampdigga has a Lore Familiar and knows spells from both the Lore of Elementalism and the Lore of Troll Magic. Can he choose his spells from both lores, or from just one?

**A:** *He can choose from both.*

**Q:** If I take a Black Orc Warboss as the General of a Nomadic Waaagh!, can I take a unit of Boar Boys as a Core choice?

**A:** *No. A unit of Boar Boys can only be taken as a Core choice if your General is an Orc Warboss.*

**Q:** In a Nomadic Waaagh!, I can take one Black Orc Boss per Black Orc Chariot. If I take a Black Orc Boss mounted on a chariot, does that count?

**A:** *No. You can take one Black Orc Boss per Black Orc Chariot taken as a Core or Rare choice. It does not matter what the Boss is mounted on.*

**Q:** Can a Black Orc Boss take a Black Orc Chariot as a mount in an army made using the Orc and Goblin Tribes Grand Army composition list?

**A:** *They cannot. With heavy hearts, we must inform everyone who asked that that option is only available in armies made using the Nomadic Waaagh! Army of Infamy composition list.*

**Q:** Can a Troll Hag be the General of an Orc and Goblin Tribes army made using the Grand Army composition list?

**A:** No. A Troll Hag is a Rare choice in the Orc and Goblin Tribes Grand Army composition list. She can, however, be the General of a Troll Horde.

**Q:** If a Troll Hag purchases a magic weapon, are any of its special rules conferred onto Motherly Love attacks?

**A:** No. If she attacks normally, she can use her magic weapon. If she makes a Motherly Love attack, she does not use her magic weapon.

**Q:** Can the size of a range 'self' spell's aura of effect be increased by the Idol of Gork?

**A:** No. The aura of effect of a range 'self' spell is not its range.

### **Warriors Of Chaos**

**Q:** Can the Infernal Puppet be used against a Bound spell?

**A:** Yes.

**Q:** If a character with the Mark of Nurgle (for example) is mounted on a chariot with the Mark of Chaos Undivided, does the chariot benefit from the character's Mark, or do I have to pay the points to give the chariot the Mark of Nurgle for it to gain the same benefits?

**A:** If you want a chariot mount to have the same benefits from a Mark of Chaos that its rider has, you have to pay the points to give the chariot the Mark of Chaos.

### **Arcane Journal Warriors Of Chaos**

**Q:** What happens if I wish to accept a challenge to fight a Warrior's Duel but do not have any single Wound champions in my army?

**A:** Roll-off to determine who takes the first turn as normal.

**Q:** When fighting a Warrior's Duel challenge between two unit champions, are such things as magic standards carried by their units counted?

**A:** No. A Warrior's Duel is fought between the two participants alone, without any support from their units.

**Q:** If a character joins a unit of Skin Wolves, can they be transfigured by the Warped Form special rule?

**A:** No.

### **Arcane Journal – The Razing Of Westerland**

**Q:** If a single character or unit takes two or more of the same Chaotic Trait, are its effects cumulative?

**A:** No.

### **Beastmen Brayherds**

**Q:** Can the Hagtree Fetish be used to re-roll rolls To Wound caused by a Bound Spell?

**A:** No. Bound Spells are cast by the item they are bound to, whilst Arcane Items such as the Hagtree Fetish affect spells cast by their bearer. Therefore, unless an item specifies it has an effect upon Bound Spells, it does not.

**Q:** Does a unit with the Blood Greed special rule always roll only a single D6 when making a Pursuit roll, or only whilst Frenzied?

**A:** Only whilst Frenzied.

### **Arcane Journal Beastmen Brayherds**

**Q:** If a Beastmen Brayherds army includes an allied contingent of Beastmen, can the army contain two Herdstones, one in the main force and one in the allied contingent?

**A:** No. You can only include 0-1 Herdstone per army and, whilst an allied contingent may be in effect a small army within a larger army, in this regard you are ultimately playing with but one army.

However, if two players partnered for a doubles game (as defined in the Matched Play Guide), they could each take a Herdstone.

**Q:** How does the Dark Coven army special rule from the Wild Herd Army of Infamy interact with the Plague Chalice?

**A:** In cases such as this, both outcomes can apply. If a natural double is rolled, the spell is cast as a perfect invocation and the caster suffers a hit from the Plague Chalice. However, the caster and any other members of their coven will then also suffer the effects of a roll on the Miscast table, as per the Dark Coven special rule.

**Q:** Does the Daemon Heart increase its user's Dispel Range?

**A:** No.

### **Tomb Kings Of Khemri**

**Q:** When raising dead, can they be raised within an inch of an enemy model?

**A:** *Unless the unit is engaged in combat, no.*

**Q:** Can a Royal Herald take hits on behalf of a Monarch that is engaged in a challenge?

**A:** *No.*

**Q:** Are the effects of 'Eternal Taskmaster' cumulative?

**A:** *No.*

**Q:** Can a Necrosphinx make more than one attack each turn with its Decapitating strike?

**A:** *No. The decapitating strike profile must be used as noted – to make one additional attack.*

**Q:** Are the effects of the Casket of Souls' Bound spell 'Light of Protection' cumulative?

**A:** *No.*

**Q:** Can a Casket of Souls move at the end of the Shooting phase of its turn using the Reserve Move special rule (should it have it)?

**A:** *No.*

**Q:** Is it possible to resurrect models in a unit of Skirmishers?

**A:** *Yes, simply place the resurrected models in coherency (i.e., within 1" of another model) with the rest of the unit.*

### **Arcane Journal Tomb Kings Of Khemri**

**Q:** When a Tomb Scorpion or unit of Necroserpents makes use of the Terrors Below special rule, is the number of Initiative tests the enemy unit takes equal to its own Unit Strength, or equal to the Unit Strength of the unit using the special rule?

**A:** *The latter. This special rule represents an emerging unit displacing earth and dragging infantry to their doom. How much earth the unit can displace is determined by its own Unit Strength, not by that of the enemy.*

**Q:** The crew of Tomb Guard chariots are equipped with shields. Does this improve the Armour Value of the model from 4+ to 3+?

**A:** *No. A chariot's given Armour Value takes into account such equipment.*

## Chaos Marauders

This page updates the profile for Chaos Marauders, found in *Ravning Hordes*. More detail can be found in *Arcane Journal – the Razing of Westerland*.

	M	WS	BS	S	T	W	I	A	Ld	Points
Chaos Marauder	4	4	3	3	3	1	3	1	6	6
Marauder Headman	4	4	3	3	3	1	3	2	7	+7

**Troop Type:** Regular infantry  
**Base Size:** 30 x 30 mm  
**Unit Size:** 5+  
**Equipment:** Hand weapons and light armour

### Options:

- The entire unit may take one of the following:
  - Great weapons ..... +2 points per model
  - Flails ..... +1 point per model
- The entire unit may take shields ..... +1 point per model
- The entire unit may belong to a single Chaotic Cult:
  - The Cult of the Bloodied Hound ..... +1 point per model
  - The Cult of the Carrion Crow ..... +1 point per model
  - The Cult of the Slithering Serpent ..... +1 point per model
  - The Cult of the Fell Raptor ..... +1 point per model
- Any unit may:
  - Upgrade one model to a Marauder Headman (champion) ..... +7 points per unit
  - Upgrade one model to a standard bearer ..... +5 points per unit
  - Upgrade one model to a musician ..... +5 points per unit
- A Marauder Headman may purchase magic items up to a total of ..... 25 points
- 0-1 unit per 1,000 points may:
  - Have the Ambushers special rule ..... +1 point per model
  - Replace the Close Order special rule with Skirmishers ..... Free
  - Replace the Close Order special rule with Open Order ..... Free
  - Purchase a magic standard worth up to ..... 50 points

**Special Rules:** Close Order, Horde, Mark of Chaos Undivided, Shieldwall, Warband

## Marauder Horsemen

This page updates the profile for Marauder Horsemen, found in *Ravning Hordes*. More detail can be found in *Arcane Journal – the Razing of Westerland*.

	M	WS	BS	S	T	W	I	A	Ld	Points
Marauder Horseman	-	4	3	3	3	1	3	1	6	12
Marauder Horsemaster	-	4	3	3	3	1	3	2	7	+7
Warhorse	8	3	-	3	-	-	3	1	-	-

**Troop Type:** Light cavalry

**Base Size:** 30 x 60 mm

**Unit Size:** 5+

**Equipment:**

- **Marauder Horsemen:** .....Hand weapons, light armour and shields
- **Warhorses:** .....Iron-shod hooves (counts as hand weapons)

**Options:**

- The entire unit must take one of the following:
  - Cavalry spears .....Free
  - Throwing spears .....Free
  - Flails ..... +1 point per model
- The entire unit may take throwing axes ..... +1 point per model
- The entire unit may belong to a single Chaotic Cult:
  - The Cult of the Bloodied Hound ..... +1 point per model
  - The Cult of the Carrion Crow ..... +1 point per model
  - The Cult of the Slithering Serpent ..... +1 point per model
  - The Cult of the Fell Raptor ..... +1 point per model
- Any unit may:
  - Upgrade one model to a Marauder Horsemaster (champion) .....+7 points per unit
  - Upgrade one model to a standard bearer .....+5 points per unit
  - Upgrade one model to a musician .....+5 points per unit
- A Marauder Horsemaster may purchase magic items up to a total of ..... 25 points
- 0-1 unit per 1,000 points may:
  - Have the Ambushers special rule ..... +1 point per model
  - Replace the Open Order special rule with Skirmishers .....Free
  - Purchase a magic standard worth up to ..... 50 points

**Special Rules:** Fast Cavalry, Fire & Flee, Mark of Chaos Undivided, Open Order, Swiftstride, Warband