

RAVENING HORDES – TOMB KINGS

FAQ & ERRATA – VERSION 1.5.4

This document collects amendments to the Tomb Kings of Khemri rules contained within *Ravening Hordes*. This document has a version number which will be incremented should it be revised or updated in the future.

Ravening Hordes Errata

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].

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Skeletal Steed: Change the Troop Type and the Base Size as follows:

- 'Troop Type: Light cavalry'
- 'Base Size: 30 x 60 mm'

Skeleton Chariot: Change the Base Size as follows:

- 'Base Size: 60 x 120 mm'

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Skeleton Horsemen: Change the Unit Size to '4+', then change the Base Size as follows:

- 'Base Size: 30 x 60 mm'

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Skeleton Horse Archers: Change the Base Size as follows:

- 'Base Size: 30 x 60 mm'

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Skeleton Chariots: Change the Points to '41', change the Armour Value to '4+', then change the Base Size as follows:

- 'Base Size: 60 x 120 mm'

Barded Skeletal Steeds

In addition to the profiles and rules given on page 131 of *Ravening Hordes*, Tomb Kings, Tomb Princes, Royal Herald, High Priests and Mortuary Priests may be mounted on Barded Skeletal Steeds, as detailed in *Arcane Journal – The War of Settra's Fury*:

	M	WS	BS	S	T	W	I	A	Ld	Points
Barded Skeletal Steed	7	2	-	3	-	-	2	1	-	+16

Troop Type:	Heavy cavalry
Base Size:	30 x 60 mm
Unit Size:	1
Equipment:	Skeletal hooves (counts as a hand weapon) and barding
Special Rules:	Counter Charge, Nehekharan Undead, Swiftstride, Vanguard