

# RAVENING HORDES

## FAQ & ERRATA – VERSION 1.0

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.

### Errata

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Below you will find errata to Ravening Hordes. 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 Gigantic Spider's list of special rules.

#### Page 59 – Chaos Steed

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

#### Page 76 – Hellcannon

Change the Base Size entry 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 of 'Gifts of Chaos' 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.'

### Arcane Journal Orc & Goblin Tribes

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#### Page 40 – Badlands Ogre Bulls

Under 'Options', change the cost of upgrading one model to a Crusher (champion) to +7 points.

#### Page 94 – Slaughterer's Call

Change the rule to:

'If this model becomes Frenzied as a result of the Blood Rage special rule, any unit it has joined will also become Frenzied.'

#### Page 111 – Chaos Mutations

Change the second paragraph of 'Chaos Mutations' 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.'

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

**A:** No.

### Warriors Of Chaos

**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.*

### 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.*

### Tomb Kings Of Khemri

**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.*

### Tomb Kings Of Khemri Arcane Journal

**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.*