

RAVENING HORDES™

FAQ & ERRATA – VERSION 1.1

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

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 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 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.'

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.'

Arcane Journal Orc & Goblin Tribes

Page 40 – Badlands Ogre Bulls*

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

Frequently Asked Questions

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: 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: 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.

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.*

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

A: No.

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.*

Orc & Goblin Tribes Arcane Journal

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 Black Orc Warboss is not 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 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.*