

# RAVENING HORDES™

## FAQ & ERRATA – VERSION 1.2

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 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 44 – 'Eadbuttin' At

Add the following to the beginning of the rule:

'0-1 per model.'

#### 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 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

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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.

### Arcane Journal Warriors Of Chaos

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#### Page 40 – Skin Wolves

Change the Base Size to '50 x 50 mm'.

Under Options, change 'Skin Wolf Jarl' to 'Skin Wolf Jarl (Champion)'.

Add 'Fear' to the Skin Wolves list of special rules.

#### Page 44 – Warpfire Dragons

Add 'Close Order' to the Warpfire Dragon's list of special rules.

## 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:** If I upgrade a unit of Boar Boyz to have the Big 'Uns special rule, 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 Glowy Green Amulet be used by a character that isn't a Wizard?

**A:** Yes. *The Glowy Green Amulet is a talisman, meaning any character that can take magic items can use 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 Glowy Green Amulet against, even if the Glowy Green Amulet explodes.*

### Arcane Journal Orc & Goblin Tribes

**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 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:** 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:** 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. The duel is fought between the two champions alone, without any support from their units.*

## 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.*

## 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.

**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:** *Yes. Whilst a Casket of Souls is an Immovable Object, this special rule clearly states that it prevents the model moving during the Remaining Moves sub-phase. It does not prevent movement at other times or during other phases.*

## Arcane Journal Tomb Kings Of Khemri

**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.*