

RAVENING HORDES™

FAQ & ERRATA – VERSION 1.5.1

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.

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 [\[magenta\]](#).

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 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.'

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:'

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

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 44

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

Page 47

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

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

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.

Page 65

Chaos Trolls: 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 67

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

Page 74

Chaos Dragon: Add 'Impetuous' to the list of special rules.

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 101

Dragon Ogres: Change the Points to '59.'

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 141

Skeleton Chariots: Change the Points to '41.'

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 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 40

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

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

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 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

Page 32

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 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

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.'

Ravening Hordes 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: 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 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: 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: 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.

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 made at other times/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.