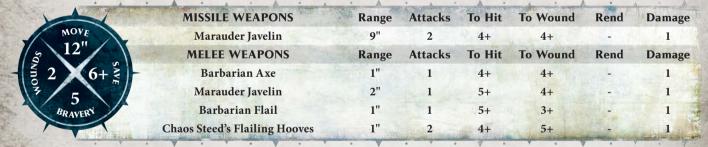


CHAOS MARAUDER HORSEMEN

Cunning are the outriders of the Chaos hordes, and skilled with javelin, axe and flail. Many hail from horse-tribes that pound the wastes of the Mortal Realms. Their command over the ill-tempered steeds they ride is such they can hurl their deadly throwing weapons as they charge, run down their foes, and dart back out for another volley with shocking speed.



DESCRIPTION

A unit of Chaos Marauder Horsemen has 5 or more models. Many units of Marauder Horsemen are armed with Barbarian Axes, but some prefer to wield Barbarian Flails instead. Some units instead carry Marauder Javelins which they can hurl at the foe and use as spears in close combat. Many units also carry Darkwood Shields. They ride swift Chaos Steeds, which strike at the enemy with their Flailing Hooves.

HORSEMASTER

The leader of this unit is the Horsemaster. Add 1 to hit rolls for a Horsemaster.

ICON BEARER

Models in this unit may be Icon Bearers. Icon Bearers bear either a Damned Icon or a Tribal Banner.

HORNBLOWER

Models in this unit can be Hornblowers. If the unit includes any Hornblowers, add 1 to its run and charge rolls.

ABILITIES

Darkwood Shield: Units carrying Darkwood Shields have a Save of 5+ rather than 6+.

Feigned Flight: This unit can shoot and charge even if it retreated in the same turn.

Damned Icon: You can re-roll hit rolls of 1 for a unit that contains any Damned Icons.

Tribal Banner: If this unit includes any Tribal Banners, add 1 to the Bravery of all its models.

Mark of Chaos: If you wish, when setting up this unit, you can pick one of the following keywords to assign to it for the duration of the battle: KHORNE, TZEENTCH, NURGLE OF SLAANESH.

KEYWORDS

CHAOS, MORTAL, SLAVES TO DARKNESS, CHAOS MARAUDER HORSEMEN