**MISILE WEAPONS**

<table>
<thead>
<tr>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Marauder Javelin</td>
<td>12”</td>
<td>1</td>
<td>4+</td>
<td>3+</td>
<td>-1</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Barbarian Axe</td>
<td>1”</td>
<td>2</td>
<td>4+</td>
<td>4+</td>
<td>-</td>
</tr>
<tr>
<td>Marauder Javelin</td>
<td>2”</td>
<td>1</td>
<td>4+</td>
<td>3+</td>
<td>-1</td>
</tr>
<tr>
<td>Barbarian Flail</td>
<td>2”</td>
<td>1</td>
<td>4+</td>
<td>3+</td>
<td>-1</td>
</tr>
<tr>
<td>Trampling Hooves</td>
<td>1”</td>
<td>2</td>
<td>4+</td>
<td>4+</td>
<td>-</td>
</tr>
</tbody>
</table>

**DESCRIPTION**

A unit of Chaos Marauder Horsemen has any number of models, each armed with one of the following weapon options: Barbarian Axe and Darkwood Shield; Marauder Javelin and Darkwood Shield; or Barbarian Flail.

**MOUNT**

This unit’s Chaos Steeds attack with their Trampling Hooves.

**HORSEMASTER**

1 model in this unit can be a Horsemaster. Add 1 to the Attacks characteristic of a Horsemaster’s melee weapons.

**ICON BEARER**

1 in every 5 models in this unit can be an Icon Bearer. Subtract 1 from the Bravery characteristic of enemy units while they are within 6” of any friendly Icon Bearers.

**MARK OF CHAOS**

When you select this unit to be part of your army, you must give it one of the following Mark of Chaos keywords: Khorne, Tzeentch, Nurgle, Slaanesh, or Undivided.

**ABILITIES**

**Barbarian Hordes**

When a Marauder horde masses, entire enemy regiments can be swept away under a tide of barbarous muscle.

Add 1 to hit rolls for attacks made by this unit while it has at least 10 models.

**Darkwood Shields**

Though crude in appearance, these shields are still capable of providing a measure of defence against all but the most determined attacks.

Add 1 to save rolls for attacks that target a unit with Darkwood Shields.

**Feigned Flight**

Marauder Horsemen are talented raiders, and have great skill in the art of hit-and-run attacks.

This unit can retreat and still shoot and/or charge later in the same turn.

**KEYWORDS**

CHAOS, MORTAL, SLAVES TO DARKNESS, MARK OF CHAOS, CHAOS MARAUDER HORSEMEN