



CHAOS MARAUDER HORSEMEN

Riding at the vanguard of the Chaos hosts come the Marauder Horsemen. These skilled mounted warriors launch daring raids on the enemy lines before pulling back, luring the foe closer before turning around and hacking them to pieces.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Marauder Javelin	12"	1	4+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Barbarian Axe	1"	2	4+	4+	-	1
Marauder Javelin	2"	1	4+	3+	-	1
Barbarian Flail	2"	1	4+	3+	-1	1
Trampling Hooves	1"	2	4+	4+	-	1

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.

HORNBLOWER: 1 in every 5 models in this unit can be a Hornblower. Add 1 to run and charge rolls for this unit while it includes any Hornblowers.

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