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CHAOS MARAUDER HORSEMEN

STEPS
ÉTAPES • PASOS
SCHRITTE • FAGI

1 - 7





Special instruction - Please read
 Instructions spéciales - Lire attentivement
 Instrucción especial: Por favor, lea
 Besondere Anweisung - Bitte lesen
 Istruzioni speciali - Leggi attentamente



Stage complete
 Étape terminée
 Paso completado
 Schritt abgeschlossen
 Fase completa



Detail view
 Vue détaillée
 Vista detallada
 Alternative Ansicht
 Visualis del dettaglio



Dry fit stage before gluing
 Tester avant de coller
 Comprobar el encaje antes de pegar
 Positionierung erst ohne Klebstoff ausprobieren
 Prova a secco prima di incollare



Choice of parts
 Choix d'éléments
 Modèles de componentes
 Auswahl an Teilen
 Scelta di componenti



Repeat process
 Répéter l'étape
 Repetir pasos
 Vorgang wiederholen
 Ripeti il processo



Optional assembly
 Assemblage optionnel
 Montaje opcional
 Optionaler Zusammenbau
 Assemblaggio opzionale



Do not glue the components
 Ne pas coller les éléments
 No pegar los componentes
 Bitte die Teile nicht kleben
 Non incollare i componenti



Rotate part
 Faire pivoter
 Girar la pieza
 Teil drehen
 Ruota il componente



READ THIS FIRST: Before assembling your model kit please read through the instructions in this booklet carefully. A pair of plastic cutters is required to remove the plastic components in this kit from their frame. We advise using a mouldline scraping tool to clean up the parts. To assemble your model you will need plastic glue. Games Workshop sells Citadel Fine Detail Cutters, Citadel Mouldline Remover and Citadel Plastic Glue, but does not recommend these products for use by children under the age of 16 without adult supervision.



À LIRE EN PREMIER : Avant de vous lancer dans l'assemblage de ce kit, veuillez lire attentivement les instructions de ce livret. Une pince coupante est requise pour détacher chaque élément de sa grappe. Nous vous recommandons l'utilisation d'un grattoir pour ébarber les éléments. Pour l'assemblage, vous aurez également besoin de colle plastique. Games Workshop commercialise les Pinces de Précision Citadel, l'Ébarbot Citadel et la Colle Plastique Citadel, mais n'en recommande pas l'utilisation pour des enfants de moins de 16 ans sans la supervision d'un adulte.



LEER ANTES DE MONTAR: Antes de montar el contenido de este kit, lee estas instrucciones cuidadosamente. Te harán falta unas tenazas para plástico a fin de separar las piezas de la matriz. También aconsejamos una herramienta para rebabas a fin de limpiar cada pieza. Para montar la miniatura necesitarás pegamento para plástico. Games Workshop vende Tenazas Citadel, Herramientas para rebabas Citadel y Pegamento para plástico Citadel, pero no recomienda estos productos a menores de 16 años sin la supervisión de un adulto.



LIES DIES ZUERST: Bitte lies diese Anleitung sorgfältig, bevor du mit dem Zusammenbau deines Modells beginnst. Du benötigst einen Kunststoffzweischneider, um die Kunststoffbauteile aus dem Gussrahmen herauszuheben, und Kunststoffkleber, um die Miniatur zusammenzubauen. Außerdem empfehlen wir, die Bauteile vorher mit einem Gusstrahmentferner zu säubern. Games Workshop bietet Präzisions-Kunststoffzweischneider von Citadel sowie Citadel-Kunststoffkleber an, empfiehlt aber, dass Kinder unter 16 Jahren diese nur unter Aufsicht eines Erwachsenen benutzen.



LEGGI PRIMA QUESTO: prima di assemblare il tuo modello, leggi le istruzioni di questo libretto con attenzione. Sono necessarie un paio di tronchesine per plastica per staccare i componenti dai loro apua. Consigliamo di usare un attrezzo apposito per pulire i componenti. Per assemblare il modello avrai bisogno di colla per plastica. Games Workshop vende Tronchesine di precisione Citadel, Attrezzo per ripulire Citadel e Colla per plastica Citadel, ma non consiglia questi prodotti ad un pubblico minore di 16 anni senza la supervisione di un adulto.

16+



Citadel plastic glue thick
 Colle plastique épaisse Citadel
 Pegamento para plástico espeso
 Citadel-Kunststoffkleber
 (Dickflüssig)
 Colla per plastica densa Citadel



Citadel plastic glue thin
 Colle plastique liquide Citadel
 Pegamento para plástico fluido
 Citadel-Kunststoffkleber
 (Dünnflüssig)
 Colla per plastica fluida Citadel



Citadel fine detail cutters
 Pinces de précision Citadel
 Tenazas Citadel
 Präzisions-Kunststoffzweischneider
 Tronchesine di precisione Citadel



Citadel mouldline remover
 Ébarbot Citadel
 Herramienta para rebabas Citadel
 Gusstrahmentferner
 Attrezzo per ripulire Citadel

1 a

12



1 b

14



1 c

14



1 d

x10



2 HORSEMASTER



3 INTERCHANGEABLE PARTS

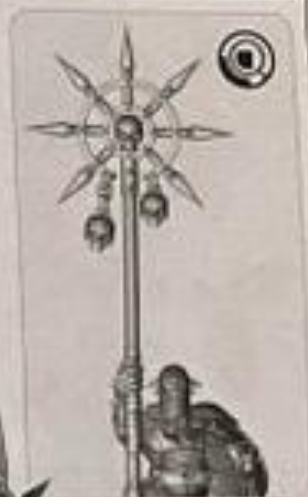
ÉLÉMENTS INTERCHANGEABLES - PARTES INTERCAMBIABLES
AUSTAUSCHBARE TEILE - COMPONENTI INTERCAMBIABILI



4 HORNBLOWER



5 ICON BEARER



6 CHAOS MARAUDER HORSEMEN



Barbarian Axe



Marauder Javelin



Barbarian Flail

3 c

3 a



3 c

3 b

1



3 d



3 d



7

10



4 - 6



CHAOS MARAUDER HORSEMEN



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Marauder Javelin	9"	2	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Barbarian Axe	1"	1	4+	4+	-	1
Marauder Javelin	2"	1	5+	4+	-	1
Barbarian Flail	1"	1	5+	3+	-	1
Chaos Steed's Flailing Hooves	1"	2	4+	5+	-	1

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 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: **KNOW**, **TREASON**, **NUKAZ** or **SLAVERY**.

KEYWORDS

CHAOS, MORTAL, SLAVES TO DARKNESS, CHAOS MARAUDER HORSEMEN