

FROSTLORD ON STONEHORN

Crashing through everything in their path, the Frostlord and his Stonehorn are an unstoppable force. From the back of his lumbering mount, the Frostlord can see far across the battlefield. His booming voice directs his raiders, while foes are turned to bloody paste and broken corpses under the horns and hooves of his granite-boned steed.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Frost Spear	2"	4	3+	3+	-1	3
Frostlord's Punches and Kicks	1"	3	3+	3+	-	1
Stonehorn's Horns	2"	☀	4+	3+	-2	3
Stonehorn's Crushing Hooves	1"	D6	3+	☀	-1	D3

Wounds Suffered	DAMAGE TABLE		
	Move	Horns	Crushing Hooves
0-3	12"	6	2+
4-5	10"	5	3+
6-8	8"	4	3+
9-10	6"	3	4+
11+	4"	2	4+

DESCRIPTION

A Frostlord on a Stonehorn is a single model. The Frostlord himself is armed with a Frost Spear. He can also lash out with Punches and Kicks. The Stonehorn uses its Horns to pulverise the enemy, and can deliver terrible blows with its Crushing Hooves.

ABILITIES

Earth-shattering Charge: If a Frostlord on a Stonehorn is within 12" of any enemy models at the start of your charge phase, it must attempt to charge, even if it ran in the movement phase! After this model completes its charge move, pick an enemy unit within 1"; that unit suffers D6 mortal wounds.

Stone Skeleton: Halve any Damage and mortal wounds inflicted on this model (rounding up).

COMMAND ABILITY

Bellowing Voice: With his booming voice the Frostlord signals the hunt. If a Frostlord uses this ability, you can re-roll all charge rolls for friendly **BEASTCLAW RAIDERS** units that are within 14" when they charge.

KEYWORDS

DESTRUCTION, OGOR, STONEHORN, BEASTCLAW RAIDERS, MONSTER, HERO, FROSTLORD