

# FROSTLORD ON THUNDERTUSK

A Frostlord who rides to battle on a Thundertusk is a blizzard-cloaked warlord, a true herald of the Everwinter that follows in his tribe's wake. The permanent aura of magical cold emanating from his mount has chilled the ogor's very soul, leaving him as a pitiless hunter who cares for nothing but bringing down his prey.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Frost-wreathed Ice	18"	—————		See below	—————	
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
Thundertusk's Crushing Blows	2"	4	3+	☀	-1	D3

DAMAGE TABLE			
Wounds Suffered	Move	Frost-wreathed Ice	Crushing Blows
0-3	8"	6 mortal wounds	2+
4-5	7"	D6 mortal wounds	3+
6-8	6"	D3 mortal wounds	3+
9-10	5"	D3 mortal wounds	4+
11+	4"	1 mortal wound	4+

## DESCRIPTION

A Frostlord on a Thundertusk is a single model. The Frostlord himself is armed with a Frost Spear. He can also lash out with Punches and Kicks. The Thundertusk can pound foes with Crushing Blows of its hooves and tusks, or shatter them with blasts of magical Frost-wreathed Ice.

## ABILITIES

**Blasts of Frost-wreathed Ice:** In the shooting phase, pick a unit within 18" that is visible to the Thundertusk. Roll a dice; on a 2 or more that unit is struck and suffers a number of mortal wounds shown on the damage table above.

**Numbing Chill:** Your opponent must subtract 1 from any hit rolls that target this model in the combat phase.

## 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, THUNDERTUSK, BEASTCLAW RAIDERS, MONSTER, HERO, FROSTLORD