

# HUSKARD ON STONEHORN

Huskard Jorls and Huskard Eurls lead their warriors from atop the backs of formidable Stonehorns. Together, the beasts and their brutish riders are master line-breakers that use their impressive strength to batter their way through all obstacles, be they serried ranks of armoured veterans or reinforced castle walls.



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Chaintrap		12"	1	4+	3+	-	3
Harpoon Launcher		20"	1	4+	3+	-	D3
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Huskard's Punches and Kicks		1"	3	3+	4+	-	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
0-2	12"	6	2+
3-4	10"	5	3+
5-7	8"	4	3+
8-9	6"	3	4+
10+	4"	2	4+

## DESCRIPTION

A Huskard on a Stonehorn is a single model. The Huskard himself is armed with either a Chaintrap or a Harpoon Launcher. Some instead ride to war with a Blood Vulture to take down their prey. A Huskard 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 Huskard 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).

**Line-breakers:** After a Huskard on Stonehorn attacks in the combat phase, you can pick a **MOURNFANG PACK** within 10". That unit can immediately pile in and attack if it is within 3" of the enemy and has not already attacked this phase.

**Blood Vulture:** A Huskard with a Blood Vulture can release it to hunt in each of your shooting phases. When he does so, pick a unit within 30" of the Huskard. Your opponent then picks one of their own units within 30" of the Huskard. Roll a dice; on a 1, 2 or 3 the unit your opponent picked suffers a mortal wound. On a 4, 5 or 6 the unit you picked suffers a mortal wound.

## KEYWORDS

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