

# HUSKARD ON THUNDERTUSK

The Huskard Torr leads the Thundertusks to war. At the ogor elder's command the creatures breathe out gales of frost. The ground on all sides grows thick with ice as enemies are turned into gleaming statues and the very life is leeches from their bones. Those not slain by the frost face the monster's massive tusks and the terrible ire of the Huskard Torr.



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

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

## DESCRIPTION

A Huskard on a Thundertusk 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 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.

**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.

**Blizzard-speaker:** In your hero phase, a Huskard on a Thundertusk can attempt to harness the strange wintry magic that clings to his mount. To do so select a **BEASTCLAW RAIDERS** unit within 18" and roll a dice. Add one to the result for each other friendly **THUNDERTUSK** unit within 18". On a 4 or more, select one of the abilities from the list below to apply to the unit you picked.

*Winter's Endurance:* A second skin of ice forms on the unit as it is rimed with a healing frost. One model in the unit heals D3 wounds.

*Winter's Strength:* Winter winds howl through the unit, chilling their blood and lending them strength. You can re-roll wound rolls of 1 for the unit until the start of your next hero phase.

## KEYWORDS

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