

STONEHORN BEASTRIDERS

Attempts to slow a Stonehorn are futile as blades and bolts all spark off its dense stone skeleton. As it roars into battle, the ground shakes under its impressive bulk, each footfall a bell-toll of doom. From its back a pair of beastriders bring down foes with snapping chaintraps and harpoons, hauling in their kills to add to the Alfrostun's meat harvest.



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
Beastriders' Punches and Kicks		1"	6	4+	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

Stonehorn Beastriders are a single model. Two ogor Thegns are carried on the Stonehorn's back. One of the Thegns is armed with a Harpoon Launcher; the other carries either a Chaintrap or a Blood Vulture. The Thegns 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 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 a Stonehorn 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).

Blood Vulture: A Thegn 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 Thegn. Your opponent then picks one of their own units within 30" of the Thegn. 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, BEASTCLAW RAIDERS, MONSTER, STONEHORN BEASTRIDERS