

# THUNDERTUSK BEASTRIDERS

The Everwinter clings to the Thundertusks and follows them wherever they tread, the air around them thick with glimmering frost. Guided into battle by a pair of savage beastriders, these mammoth beasts are often in the centre of the Beastclaws' assault, their presence amplifying the killing power of the Everwinter.



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
Beastriders' Punches and Kicks		1"	6	4+	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

Thundertusk Beastriders are a single model. Two ogor Thegns are carried on the Thundertusk'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 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 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 1, 2 or a 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, THUNDERTUSK BEASTRIDERS