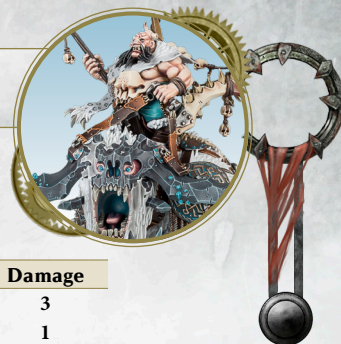




• WARSCROLL •

FROSTLORD ON STONEHORN

A Frostlord and their Stonehorn are an unstoppable force. The warlord's booming voice directs the raiders while the bodies of foes are broken and ground to a bloody paste by the horns and hooves of their granite-boned steed.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Frost Spear	2"	4	3+	3+	-1	3
Punches and Kicks	1"	3	3+	3+	-	1
Rock-hard Horns	2"	☼	4+	3+	-2	3
Crushing Hooves	2"	D6	3+	☼	-1	D3

DAMAGE TABLE			
Wounds Suffered	Move	Rock-hard Horns	Crushing Hooves
0-3	12"	6	2+
4-5	10"	5	3+
6-8	8"	4	3+
9-10	6"	3	4+
11+	4"	2	4+

DESCRIPTION

A Frostlord on Stonehorn is a single model armed with a Frost Spear and Punches and Kicks.

MOUNT: This model's Stonehorn attacks with its Rock-hard Horns and Crushing Hooves.

ABILITIES

Earth-shattering Charge: *Enemies are crushed and trampled beneath the unstoppable ferocity of a Stonehorn's charge.*

Add 1 to the damage inflicted by attacks made with this model's Rock-hard Horns and Crushing Hooves if this model made a charge move in the same turn.

Stone Skeleton: *The thick, rock-like skeletons of these beasts can take substantial punishment.*

Roll a dice each time you allocate a wound or mortal wound to this model. On a 5+, that wound or mortal wound is negated.

COMMAND ABILITY

Bellowing Voice: *With his booming voice, the Frostlord signals the hunt.*

You can use this command ability at the start of your charge phase. If you do so, pick 1 friendly model with this command ability. Until the end of that phase, you can re-roll charge rolls for friendly **BEASTCLAW RAIDERS** units that are wholly within 12" of that model when the charge roll is made.

KEYWORDS

DESTRUCTION, OGOR, STONEHORN, OGOR MAWTRIBES, BEASTCLAW RAIDERS, MONSTER, HERO, FROSTLORD