

# HUSKARD ON STONEHORN

Many 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, using their impressive strength to batter their way through all obstacles.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Harpoon Launcher	20"	1	4+	3+	-	D3
Chaintrap	12"	1	4+	3+	-	3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Punches and Kicks	1"	3	3+	4+	-	1
Rock-hard Horns	2"	☀	4+	3+	-2	3
Crushing Hooves	1"	D6	3+	☀	-1	D3

DAMAGE TABLE			
Wounds Suffered	Move	Rock-hard 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 Stonehorn is a single model armed with Punches and Kicks and one of the following weapon options: Harpoon Launcher; Chaintrap; or Blood Vulture.

**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.

**Blood Vulture:** *Blood vultures are vicious predators that help lead the Alfrostuns to prey.*

If this model is armed with a Blood Vulture, at the start of your shooting phase, pick 1 enemy unit within 30" of this model that is visible to it and roll a dice. On a 2+, that unit suffers 1 mortal wound.

## COMMAND ABILITY

**Line-breakers:** *In the wake of a Huskard on Stonehorn come waves of Mournfang riders who decimate enemy lines with precision charges.*

You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly **MOURNFANG PACK** unit that made a charge move in the same turn and is wholly within 12" of a model with this command ability. If you use that unit's Mournfang Charge ability in that phase, add 2 to the damage inflicted by attacks made with that unit's Tusks instead of 1.

## KEYWORDS

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