



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 leeched from their bones.



| MISSILE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|--------------------|-------|-----------|--------|----------|------|--------|
| Harpoon Launcher | 20" | 1 | 4+ | 3+ | - | D3 |
| Chaintrap | 12" | 1 | 4+ | 3+ | - | 3 |
| Frost-wreathed Ice | 18" | See below | | | | |
| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
| Punches and Kicks | 1" | 3 | 3+ | 4+ | - | 1 |
| Colossal Tusks | 2" | 4 | 3+ | ☀ | -1 | D3 |

| DAMAGE TABLE | | | |
|-----------------|------|--------------------|----------------|
| Wounds Suffered | Move | Frost-wreathed Ice | Colossal Tusks |
| 0-2 | 8" | 12 | 2+ |
| 3-4 | 7" | 10 | 3+ |
| 5-7 | 6" | 8 | 3+ |
| 8-9 | 5" | 6 | 4+ |
| 10+ | 4" | 4 | 4+ |

DESCRIPTION

A Huskard on Thundertusk is a single model armed with Punches and Kicks and one of the following weapon options: Chaintrap; Harpoon Launcher; or Blood Vulture.

MOUNT: This model's Thundertusk attacks with its Colossal Tusks and Frost-wreathed Ice.

ABILITIES

Blasts of Frost-wreathed Ice: *Thundertusks can focus the cold between their tusks into blasts of ice that hit like cannonballs.*

Do not use the attack sequence for an attack made with Frost-wreathed Ice. Instead, pick 1 enemy unit within 18" of this model that is visible to it and roll the number of dice shown on the damage table above. Add 1 to each roll if the target unit has 10 or more models. Add 2 to each roll instead if the target unit has 20 or more models. For each 6+, that enemy unit suffers 1 mortal wound.

Numbing Chill: *Winter storms gather above these mythical creatures, freezing and slowing any enemy foolish enough to close in.*

Subtract 1 from hit rolls for attacks made with melee weapons that target this model.

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.

Blizzard Speaker: *The Huskard Torr is said to be the master of the Everwinter and can harness its supernatural cold to unleash upon their foes.*

In your hero phase, this model can chant one of the following prayers. If it does so, pick one of the prayers and then make a prayer roll by rolling a dice. Add 1 to the roll for each other friendly **THUNDERTUSK** within 18" of this model. On a 1-3, the prayer is not answered. On a 4+, the prayer is answered.

Winter's Endurance: If this prayer is answered, pick 1 friendly **BEASTCLAW RAIDERS** unit wholly within 18" of this model. You can heal D3 wounds allocated to that unit.

Winter's Strength: If this prayer is answered, pick 1 friendly **BEASTCLAW RAIDERS** unit wholly within 18" of this model. Until the start of your next hero phase, add 1 to wound rolls for attacks made with melee weapons by that unit.

KEYWORDS

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