

STONEHORN BEASTRIDERS

The ground shakes under a Stonehorn's headlong charge, 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 Mawtribe's meat harvest.



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"	6	4+	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

Stonehorn Beastriders are a single model armed with a Harpoon Launcher and Punches and Kicks. In addition, they are armed with one of the following weapon options: 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.

KEYWORDS

DESTRUCTION, OGOR, STONEHORN, OGOR MAWTRIBES, BEASTCLAW RAIDERS, MONSTER, STONEHORN BEASTRIDERS