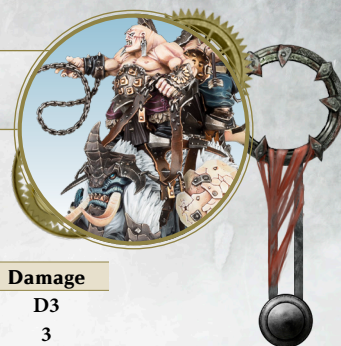




• WARSCROLL •

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 smash and grind their prey to bloody ruin.



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"	6	4+	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

Thundertusk 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 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.

KEYWORDS

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