



WARSCROLL

HROTHGORN



Hrothgorn is a particularly foul-tempered and cruel Icebrow Hunter with a keen nose for fresh meat, who favours snaring his prey with a crossbow-launched mantrap that shatters bones with its iron jaws.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Trap Launcher	12"	1	4+	3+	-	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hunting Knife	1"	4	3+	3+	-	2
Gulping Bite	1"	1	3+	3+	-	1

DESCRIPTION

Hrothgorn is a named character that is a single model. He is armed with a Trap Launcher, Hunting Knife and Gulping Bite.

ABILITIES

Masters of Ambush: *Always on the move, Icebrow Hunters range ahead of their Alfröstun and strike with devastating speed.*

Instead of setting up this model on the battlefield, you can place it to one side and say

that it is set up in ambush as a reserve unit. If you do so, when you would set up a friendly **HROTHGORN'S MANTRAPPERS** unit, instead of setting up that unit on the battlefield, you can say that it is joining this model in ambush as a reserve unit. 1 unit can join this model in this way. At the end of your movement phase, you can set up this model anywhere on the battlefield more than 9" from any enemy units; then set up any unit that joined this model wholly within 12" of this model and more than 9" from any enemy units. Any reserve units in ambush that

are not set up on the battlefield before the start of the fourth battle round are destroyed.

Thrafnir: *For years, Hrothgorn has waged war with his faithful Frost Sabre companion, Thrafnir, at his side.*

The first time this model is set up on the battlefield, you can set up a **FROST SABRES** unit consisting of a single model on the battlefield and add it to your army. Set up the Frost Sabre wholly within 3" of this model and more than 9" from any enemy units.

KEYWORDS

DESTRUCTION, OGOR, OGOR MAWTRIBES, BEASTCLAW RAIDERS, WINTERBITE, HERO, ICEBROW HUNTER, HROTHGORN



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HROTHGORN'S MANTRAPPERS



Hrothgorn tolerates the constant jabbering and bickering of his Gnoblar companions only because they are useful for carrying weapons, setting trap triggers and carrying out whatever tasks the Icebrow Hunter considers beneath him.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sharp Stuff	8"	1	4+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Motley Assortment of Weapons	1"	1	5+	5+	-	1

DESCRIPTION

Hrothgorn's Mantrappers is a unit that has 3 models. Bushwakka, Quiv and Luggit & Thwak are each armed with a Motley Assortment of Weapons and Sharp Stuff.

BUSHWAKKA'S TRAP: You receive 1 Bushwakka's Trap marker if this unit in your army.

ABILITIES

Shivering Gnoblars: *Unlike their Beastclaw masters, Gnoblars of the Alfröstuns have never grown accustomed to extreme cold.*

This unit is not considered a **BEASTCLAW RAIDERS** unit for the purposes of the 'Grasp of the Everwinter' battle trait.

Hidden Trap: *At the command of Hrothgorn, the sneaky Bushwakka has laid down a cleverly concealed mantrap.*

At the start of the first hero phase, if this unit is in your army, you can pick 1 terrain feature or objective that is not wholly within enemy territory and say that it is trapped. If you do so, place 1 Bushwakka's Trap marker next to that terrain feature or objective.

The first time a unit finishes a move within 1" of the trapped terrain feature or objective, roll a dice. On a 2+, that unit suffers D6 mortal wounds and the Bushwakka's Trap marker is removed.

Here You Go Boss! *Quiv cunningly avoids being devoured by diligently carrying his master's arrows into battle.*

While a friendly **HROTHGORN** is within 3" of this unit while it includes Quiv, add 1 to the Attacks characteristic of his Trap Launcher.

KEYWORDS

DESTRUCTION, GROT, OGOR MAWTRIBES, BEASTCLAW RAIDERS, WINTERBITE, GNOBLARS, HROTHGORN'S MANTRAPPERS

BEASTGRAVE WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Hrothgorn	1	1	160	Leader	Unique. These units must be taken as a set for a total of 160 points. Although taken as a set, each is a separate unit.
Hrothgorn's Mantrappers	3	3			