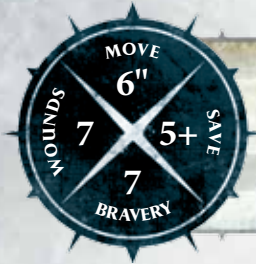


ICEBROW HUNTER

More than a terrifying brute to face in combat, the Icebrow Hunter is a cunning stalker who utilises his surroundings to launch ambushes with the aid of his Frost Sabres. Not only does he slay opponents with spear and bolt, but he also has the power to breathe a killing blizzard over his foes by drinking a magical elixir distilled from the blood of his hunting cats.



| MISSILE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|-----------------------|-------|---------|--------|----------|------|--------|
| Hunter's Crossbow | 12" | 1 | 4+ | 3+ | - | D3 |
| Great Throwing Spear | 9" | 1 | 4+ | 3+ | -1 | D3 |
| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
| Hunter's Culling Club | 1" | 4 | 4+ | 3+ | - | 2 |

DESCRIPTION

An Icebrow Hunter is a single model. He is armed with a Great Throwing Spear and a Hunter's Culling Club. Some are also equipped with a Hunter's Crossbow.

ABILITIES

Masters of Ambush: Instead of setting up this model on the battlefield, you can place him to one side and say that he is set up in ambush. In any of your hero phases, you can set him up on the battlefield more than 9" from any enemy models. This is his move for that movement phase.

Mighty Throw: An Icebrow Hunter can make an attack with his Great Throwing Spear even if he made a run move in the same turn. Furthermore, if he does so, the Damage inflicted by the Great Throwing Spear is increased from D3 to D6, and its range from 9" to 18".

Icy Breath: Instead of attacking with his missile weapons in your shooting phase, an Icebrow Hunter can unleash his icy breath. If he does so, pick a visible unit within 6" of the Icebrow Hunter and roll a dice; on a 4 or more that unit suffers D3 mortal wounds as its warriors are frozen solid.



KEYWORDS

DESTRUCTION, OGOR, BEASTCLAW RAIDERS, HERO, ICEBROW HUNTER