



# ICEBROW HUNTER



An Icebrow Hunter is a cunning stalker who utilises their surroundings to launch ambushes with the aid of their Frost Sabres. Not only do they slay opponents with spear and bolt, they also have the power to breathe a killing blizzard over their foes.

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

## DESCRIPTION

An Icebrow Hunter is a single model armed with a Great Throwing Spear, Hunter's Crossbow, Gulping Bite and Hunter's Culling Club.

## ABILITIES

**Icy Breath:** *Flasks of distilled Frost Sabre blood allow these ogors to unleash torrents of deadly ice upon their foes.*

In your shooting phase, you can say that this model will attack with its Icy Breath instead of attacking with its missile weapons. If you do so, pick 1 enemy unit within 6" of this model that is visible to it and roll a dice. On a 4+, that enemy unit suffers D3 mortal wounds.

**Masters of Ambush:** *Always on the move, Icebrow Hunters range ahead of their Alfrostun 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 **FROST SABRES** 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 that is more than 9" from any enemy units. You can then set up any unit that joined this model in ambush 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.

**Mighty Throw:** *The beginning of the hunt is signalled by a massive spear that glides through the air before punching deep into the flesh of their quarry.*

This model can run and still shoot with its Great Throwing Spear later in the same turn. In addition, this model's Great Throwing Spear has a Damage characteristic of D6 instead of D3 and a Range characteristic of 18" instead of 12" if it ran in the same turn.

## COMMAND ABILITY

**Lead the Skäl:** *With a roar, this hunter beckons the Frost Sabres at their side to chase down the enemy and show no mercy.*

You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly **FROST SABRES** unit that is wholly within 12" of a friendly model with this command ability. Until the end of that phase, add 1 to the Attacks characteristics of that unit's melee weapons.

## KEYWORDS

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