

# ICE WARRIORS

<b>Title.</b> Ice Warrior	1.25 PTS.
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Actions Available						
Move	Move Fast	Fire	Move & Fire	Turn (180)	Assault	

Hits	Save	Assault	Fire Arc	Move	Move Fast	Sneak
2	-	+2	180	(u) 2	(u) 5	-

Weapon	D	EFF	PB (0-2)	S (2-5)	M (5-10)	L (10-15)	E (15-25)
Sonic Handgun	1	-	3+	4+	5+	6+	-

## Special Actions.

### Special Rules.

1) WEAPON - Sonic Blast - Causes 2 pts. of damage at PB

2) HEAT SENSITIVE

The Ice Warriors' natural environment is that of ice, snow and sub-zero temperatures and they are very susceptible to heat weapons such as flame throwers and petrol bombs.

- Any weapon which causes heat damage will automatically cause one additional point of damage to an Ice Warrior. (Note: Hand Grenades do not count as heat weapons.)

### Description.

Ice warriors are humanoid, reptilian 'Martians' of impressive stature. Their bodies are protected by a bulky spacesuit, which not only provides them with a sustainable atmosphere but also affords great defence in combat situations. They are armed with a sonic handgun, attached to the wrist of their suit, which fires a blast of sound waves powerful enough to shatter bones.

<b>Title.</b> Ice Lord	2.25 PTS.
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Actions Available						
Move	Move Fast	Fire	Move & Fire	Turn (180)	Assault	

Hits	Save	Assault	Fire Arc	Move	Move Fast	Sneak
2	5	+1	180	(u) 4	(u) 6	-

Weapon	D	EFF	PB (0-2)	S (2-5)	M (5-10)	L (10-15)	E (15-25)
Sonic Handgun	1	-	3+	4+	5+	6+	-

### Special Actions.

#### Special Rules.

- 1) WEAPON - Sonic Blast - Causes 2 pts. of damage at PB
- 2) POSITIVE INFLUENCE - All Ice Warriors within 5" and LOS receive +1 on all dice rolls.
- 3) HEAT SENSITIVE

The Ice Warriors' natural environment is that of ice, snow and sub-zero temperatures and they are very susceptible to heat weapons such as flame throwers and petrol bombs.

- Any weapon which causes heat damage will automatically cause one additional point of damage to an Ice Warrior. (Note: Hand Grenades do not count as heat weapons.)

#### Description.

Ice Lords act as detachment commanders whenever the Ice Warriors go into battle. Possessed of a greater intelligence than their subordinates, they are equipped with more advanced equipment as befits their standing. Their armor which is lighter and more streamlined than the standard trooper, although just as strong, allows them greater mobility. Their sonic handgun is of a more advanced design and is therefore more deadly.

#### Organisation and Command

Military units of Ice Warriors follow a strict organizational structure. Each full detachment is of a standard size and is controlled by an Ice Lord.

- Each detachment must contain one (and only one) Ice Lord.
- If two Ice Warrior detachments are present, one may contain a High Lord (profile not provided here).

#### Maximum Detachment Points: 20

#### ALLIES

Throughout their history, Ice Warriors have formed (and broken) alliances on several occasions. The High Lords will consider any offer of alliance as long as it is beneficial to them.