

YETIS

Title. Yeti / Abominable Snowman	15 PTS.
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Actions Available						
Assault	Fire	Move	Move Fast	Move & Fire	Fire	Turn

Hits	Save	Assault	Fire Arc	Move	Move Fast	Sneak
3	6	+1	45	(u) 4	(45) 5	-

Weapon	D	EFF	PB (0-2)	S (2-5)	M (5-10)	L (10-15)	E (15-25)
Web	*	*	2+	4+	5	-	-
Gun	**	**	-	-	-	-	-
Claws							

Special Actions.

Special Rules.

**ASSAULT - WEAPON - Claws Causes 2 points of damage.

*FIRE - WEAPON - Web Gun

If a successful strike is caused with The Web Gun the target receives no damage during the Yeti players turn, however in the target's/ victim's own turn the model receives 1 Hit (a save roll is possible). The victim will continue to receive hits in each of its own turns unless it is able to escape the clutches of the web. Whilst trapped in the web the victim can take no actions (other than escape). In order to escape the web the victim rolls a dice at the beginning of each of its turns. On a score of 5 - 6 the victim has escaped the web. It can carry out no further actions that turn.

NOTE: A webbed victim armed with a shape hand weapon (knife etc.) has a 4, 5 or 6 chance of escaping.

Description.

In the legends of earth the Yeti is a timid peaceful creature that lives in the secluded mountains and woodland of Tibet. However, the physical strength and presence of the Yeti has been known to be exploited by The Great intelligence. Using the appearance and attributes of the Yeti this mysterious formless space entity has been able to recreate the Yetis and use them as servant robots in a quest for power.

These 'robot' Yetis are controlled by a large circular ball inside their chest; in all other respects they are identical to the original Yetis, with great bulky bodies and long shabby brown hair. The Great Intelligence arms the Yetis with a unique 'Web Gun', which coupled with the creature's great strength makes the Yeti a formidable adversary.

ORGANISATION & DETACHMENTS

The Great Intelligence organises the Yetis in small offensive units.

MAXIMUM DETACHMENT POINTS: 10

ALLIES None