

ICEFALL YHETEES

Icefall Yhetees are savage creatures of the frozen wastelands. They appear from the howling blizzard that follows in the Alfroston's wake to hack apart their prey with weapons touched by magical frost. Moving with the speed of the freezing wind they maim and kill, before vanishing into the blinding white once more.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Claws and Ice-encrusted Clubs	1"	3	4+	3+	-1	2

DESCRIPTION

A unit of Icefall Yhetees has 3 or more models. Icefall Yhetees are armed with massive Claws and Ice-encrusted Clubs.

ABILITIES

Aura of Frost: Your opponent must subtract 1 from any hit rolls that target an Icefall Yhete in the combat phase

Bounding Leaps: Yhetees can be chosen to pile in and attack in the combat phase if they are within 6" of an enemy, and can move up to 6" when they pile in.

Invigorated by the Blizzard: You can run and charge with Icefall Yhetees in the same turn if they are within 16" of any friendly **THUNDERTUSKS** when they charge.

KEYWORDS

DESTRUCTION, BEASTCLAW RAIDERS, ICEFALL YHETEES