



ICEFALL YHETEES



Icefall Yhetees are savage creatures of the frozen wastelands. They appear from the howling blizzard that follows in the Beastclaw Raiders' wake to hack apart their prey with weapons touched by magical frost.

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 any number of models, each armed with Claws and Ice-encrusted Clubs.

ABILITIES

Aura of Frost: *Thick plumes of ice surround these winter creatures.*

Subtract 1 from hit rolls for attacks made with melee weapons that target this unit.

Bounding Leaps: *Many a foolish general has not anticipated the speed at which these creatures can close in over short distances.*

This unit is eligible to fight in the combat phase if it is within 6" of an enemy unit instead of 3", and it can move an extra 3" when it piles in.

Invigorated by the Blizzard: *To the primitive Yhetees, Thundertusks are walking gods of the Everwinter and to fight at their side is to be filled with the power of the supernatural storm.*

This unit can run and still charge later in the same turn if it is wholly within 16" of a friendly **THUNDERTUSK** when the charge roll is made.

KEYWORDS

DESTRUCTION, OGOR MAWTRIBES, BEASTCLAW RAIDERS, ICEFALL YHETEES