

Frostwing

Air (Blue) & Death (Black)

Unit ID Icons

	Common 1 Health	Uncommon 2 Health	Rare 3 Health	Monster 4 Health
Heavy Melee	 Advocate	 Defender	 Vindicator	 Cryohydra
Light Missile	 Attacker	 Assaulter	 Assailer	 Frost Ogre
Cavalry	 Hound Master	 Wolf Master	 Bear Master	 Remorhaz
Heavy Missile	 Destroyer	 Dispatcher	 Devastator	 Wolf Pack
Magic	 Apprentice	 Magus	 Magi	 Yeti

Normal Action Icons

 Magic	 Maneuver	 Melee	 Missile	 Save
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Racial Abilities

Magic Negation: When an opponent rolls a magic action at a terrain containing Frostwings, the Frostwing army may roll to modify their result. The Frostwing player rolls right before the opponent Calculates Roll Results. Subtract the Non-ID magic results generated by the Frostwing units from the opponent's results.

Magic Use: Frostwings only double their ID results on magic if the terrain is Standing Stones. The eighth face does not need to be showing.

Blue (Air) Spells

Hailstorm Cost: 2X - Target any enemy army. Inflict X points of damage to the target army.

Wind Walk* Cost: 4 - Target any army. Add four maneuver results to the target army until the beginning of your next turn.

Fields of Ice Cost: 5 - Target any terrain not under the effect of Fields of Ice. All armies at the target terrain subtract six maneuver results until the beginning of your next turn. Ties in a maneuver roll are won by the non-marching army while the terrain is under the effect of Fields of Ice.

Lightning Strike Cost: 6 - Target any enemy unit. The target unit must save or be killed. May only be cast on a unit once per Magic Action.

Black (Death) Spells

Magic Drain Cost: 3 - Target any terrain. Subtract two magic results at the target terrain until the beginning of your next turn.

Palsy Cost: 3 - Target any enemy army. Subtract one result from the target army until the beginning of your next turn.

Finger of Death Cost: 4X - Target any enemy unit. Inflict X points of damage to the target unit with no save possible.

Soiled Ground Cost: 6 - Target any terrain. Until the beginning of your next turn, any unit killed at the target terrain that goes into the Dead Unit Area must roll a save or be buried.

Ivory (Elemental) Spells

Resurrect Dead* Cost: 3X - Target a X health-worth unit from your Dead Unit Area. Return target unit to the casting army. You may use any color or combination of colors of magic in multiples of 3 to cast this spell.

Summon Dragonkin Cost: 3X - Target a X health-worth unit of your Dragonkin in the summoning pool with the same color as the magic used to cast this spell. Target unit joins the casting army if it is at a terrain.

Call Element Cost: 5 - Target any terrain. Until the terrain face is changed, the target terrain gains the element used to cast this spell.

Summon Dragon Cost: 7 - Target any terrain. Send any dragon that shares a color of the magic used to cast this spell in a summoning pool or at a terrain to the target terrain. Ivory dragons match any color used to cast this spell. White

Dragons must be summoned with the Summon White Dragon Spell.

Summon White Dragon Cost: 14 - Target any terrain. Send any white dragon to the target terrain.

Special Action Icons

	<p>Bullseye: (<i>dragon attack, missile</i>) - Target up to X health-worth of units in the defending army. Those units must generate a save or be killed. During a Dragon attack each Bullseye result generates a missile result.</p>
	<p>Cantrip: (<i>any non-maneuver</i>) - During a magic action or magic negation roll, Cantrip generates X magic results. Cantrip generates X magic results that allow you to cast spells as a magic action. Cantrip may NOT be combined with other cantrip results.</p>
	<p>Double Strike: (<i>dragon attack, melee</i>) - Double Strike generates X melee results. Roll this unit again and apply the new result as well.</p>
	<p>Fly: (<i>maneuver, save</i>) - During a maneuver roll, Fly generates X maneuvers. During a save roll, Fly generates X saves.</p>
	<p>Frost Breath: (<i>melee, missile</i>) - During a melee attack or missile action, the defending army halves all results they roll until the beginning of your next turn.</p>
	<p>Howl: (<i>melee, missile</i>) - During a melee attack or missile action, the defending army subtracts X save results.</p>
	<p>Rend: (<i>dragon attack, maneuver, melee</i>) - During a maneuver roll, Rend generates X maneuver results. During a melee or dragon attack, Rend generates X melee results then roll the unit again and apply the result to the total.</p>
	<p>Smite: (<i>dragon attack, melee</i>) - During a melee attack, Smite does X points of damage to the defending army with no saves possible. During a dragon attack Smite generates X melee results.</p>
	<p>Surprise: (<i>melee</i>) - During a melee action, the defending army cannot make its counter-attack roll; however, it may make its save roll.</p>
	<p>Swallow: (<i>melee</i>) - During a melee attack, target one unit in the defending army to roll its ID icon or be killed and buried.</p>
	<p>Volley: (<i>dragon attack, missile, save, save against missile</i>) - During a save roll against a missile attack, Volley generates X save and X missile results upon the attacking army. Only magical saves protect against this damage. During any other save roll, Volley generates X save results. During a missile attack, Volley generates X missile results. During a dragon attack, Volley generates X save and X missile results.</p>