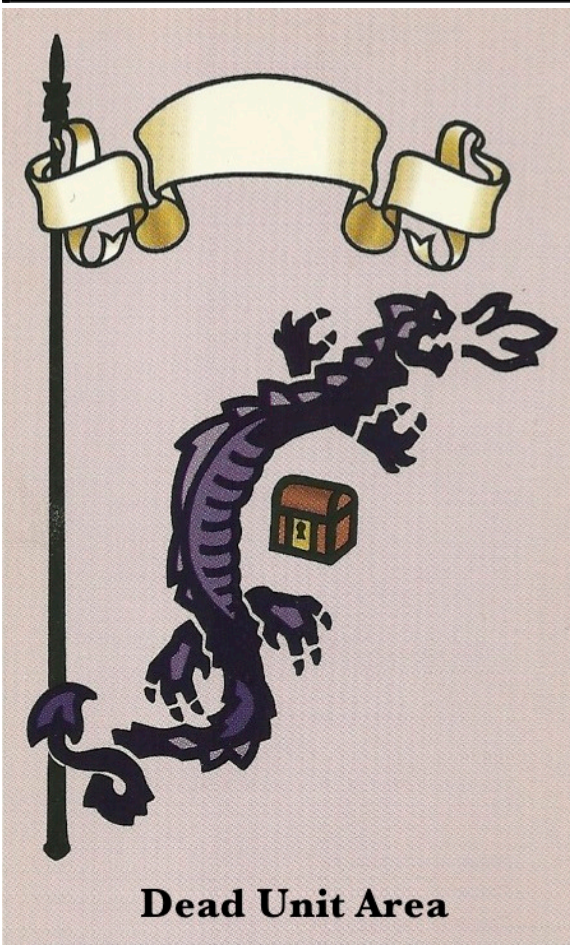


# FROSTWING ARMY

## NORMAL ACTION ICONS



<b>Buried Unit Area</b>	<b>Summoning Pool</b>



**Dead Unit Area**

# SPECIAL ACTION ICONS



**Bullseye:** Special (missile action); Normal (dragon attack or missile avoidance) During a missile action, each Bullseye result immediately inflicts one point of damage. The total damage may individually target one or more units in the defending army as the acting player chooses. Each target unit must immediately generate saves against the damage assigned to it. During a dragon attack or missile avoidance roll, Bullseye generates missile results.



**Cantrip:** Normal (magic action or magic negation); Unique (non-magic action, save roll, or non-maneuver avoidance) During a magic action or magic negation roll, Cantrip generates magic results. During any non-magic action, save roll or non-maneuver avoidance roll, Cantrip can be used to purchase spells that are immediately resolved.



**Double Strike:** Instant Normal (melee) During a melee attack or melee avoidance roll, Double Strike generates melee results; roll this unit again and apply the new result as well.



**Fly:** Normal (any) During any roll, each Fly result generates one maneuver or one save result.



**Frost Breath:** Delayed Special (melee attack or missile action) During a melee attack or missile action, choose an opposing army. Until the beginning of your next turn, after the target army makes any roll but before they finalize any results, halve the results of that roll.



**Howl:** Delayed Special (melee attack or missile action) During a melee attack or missile action, after the defending army rolls for saves but before they finalize any results, subtract four from the save results.



**Rend:** Normal (maneuver); Instant Normal (melee) During a maneuver roll, each Rend result generates one maneuver result. During a melee attack or melee avoidance roll, each Rend result generates one melee result; roll this unit again and apply the new result as well.



**Smite:** Special (melee attack); Normal (dragon attack or melee avoidance) During a melee attack, each Smite result immediately inflicts one point of damage on the defending army or unit; no saves (including those provided by spells) can stop this damage. During a dragon attack or melee avoidance roll, Smite generates melee results.



**Surprise:** Late Special (melee action) During a melee action, the defending army cannot make its counter-attack roll; however, it may make its save roll.



**Swallow:** Special (melee attack) During a melee attack, choose one unit in the defending army to immediately roll its ID icon or be killed and buried.



**Volley:** Normal (missile, save, or dragon attack); Normal and Special (save against missile) During a missile action or missile avoidance roll, Volley generates missile results. During a save roll, Volley generates save results. During a save roll in a missile action, Volley generates both save results and immediate missile results upon the attacking army. Only magical saves protect against this damage. During a dragon attack, Volley generates save and missile results.

# RACIAL ABILITIES

## Magic Negation

Frostwings may simultaneously make a magic negation roll when an opposing army conducts a magic action. Each non-ID magic result subtracts one point from the magic generated by the other army before any other modifiers are applied to the acting army's magic roll. If multiple players with Frostwing units roll to negate magic, only the greater of the rolls is subtracted from the acting army's non-SAI generated magic results. Other opposing rolls are ignored.

## Magic Use

Because of the antimagical nature of the Frostwings, they only double ID results at a terrain containing the Standing Stones as the 8<sup>th</sup> face (i.e. the 8<sup>th</sup> face does not need to be showing).

During a Magic action at a terrain as above, you may double as many ID's as there are health in a single DUA for Black Magic.

# ID ICONS

**ID's count for whatever result is being rolled for, generating 1 result per health point.**

ID Icons	Common	Uncommon	Rare	Monster
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

**Note: Wolfpacks are a Group Monster, count their ID icon results as whatever results you are rolling for; reroll the monster and apply the new result as well (at the time when "Instant" SAIs are rerolled).**

# RACIAL SPELLS

**Magic Drain** Casting Cost: 3 Black  
Target any terrain. Until the beginning of your next turn, subtract two magic results at the target terrain. Multiple cast-ings increase the effect or target another terrain.

**Wind Wall** Casting Cost: 3 Blue  
Target any army. Until the end of your next turn, add three save results to the target army. Multiple castings target multiple armies.

**Fields of Ice** Casting Cost: 5 Blue  
Frostwing Target any terrain. Until the beginning of your next turn, subtract six maneuver results at the target terrain. While this spell is in effect, during a maneuver attempt at the target terrain the results of ties go to the non-acting player. Multiple castings target multiple terrains.