

# Polar Dwarves

## Starting Setup

- 1 x Ice Golem
- 1 x Frost Mage

**Svara**  
 Summoner • Polar Dwarves

12

**Structural Shift**  
 After this unit moves, it may target a friendly structure within 3 spaces. Force the target 1 space.

## Events (2x)

**Ice Ram**  
 Epic • Summon Phase

0

**ACTIVE**  
 After moving or forcing a friendly structure, you may target a common or champion adjacent to that structure. Add 1 damage to the target. You may force the target 1 space.

**Glacial Shift**  
 Standard • Build Phase

0

Target up to 3 friendly structures within 3 spaces of your summoner. Force each target 1 or 2 spaces.

**Parapet**  
 Standard • Structure

0 5

Friendly units may attack through this card.

**Ice Repair**  
 Standard • Move Phase

0

Remove 2 damage from each friendly structure.

## Commons (4x)

**Frost Mage**  
 Common • Polar Dwarves

1 4

**Frost Bolt**  
 This unit has +1 strength for each adjacent friendly structure.

**Ice Golem**  
 Common • Structure • Polar Dwarves

2 5

**Living Gate**  
 This card is a gate.

**Mobile Structure**  
 This card may move.

**Slow**  
 This unit moves 1 fewer space.

**Bear Cavalry**  
 Common • Polar Dwarves

3 5

**Trample**  
 When this unit moves, it may move through commons. After this unit moves, add 1 damage to each common it moved through.

**Ice Smith**  
 Common • Polar Dwarves

0 2

**Frost Axe**  
 After this unit moves, you may either boost it or spend all of its boost to place it under a friendly common within 3 spaces. When that common attacks, = !!!

# Champions

**Jarmund**  
Champion • Polar Dwarves

5♦ 7♥

**Momentum**  
Once per turn, after this unit attacks an enemy unit, boost this unit.

**Ice Shards**  
At the end of your Build Phase, you may spend 1 boost to add 1 damage to each enemy unit adjacent to 1 or more structures you control.



**Nadiana**  
Champion • Polar Dwarves

6♦ 7♥

**Greater Frost Bolt**  
This unit has +1 strength for each friendly structure within 2 spaces.



**Ollag**  
Champion • Polar Dwarves

5♦ 7♥

**Cold Snap**  
Friendly structures have +1 life.



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