

Tundra Orcs

Starting Setup

1 x Tundra Fighter
1 x Frost Shaman

Events (2x)

Freeze
Standard Event • Summon Phase

0 ♦

Target an unboosted common or champion within 3 spaces of your summoner.

ACTIVE
The target has no abilities and cannot move, attack, be targeted by an attack, or be forced.



For Glory
Epic Event • Build Phase

0 ♦

ACTIVE
Friendly commons have this ability:

Reckless Strike
This unit has +2 strength. When this unit attacks, if 0 or 1 ♠ are rolled, when adding damage to the target, add the same number of damage to this unit.



Brutal Force
Standard Event • Attack Phase

0 ♦

ACTIVE
Friendly units have this ability:

Forceful Attack
After this unit attacks and damages a unit, you may force that unit 1 space away from this unit.



Primal Fury
Standard Event • Attack Phase

0 ♦

ACTIVE
Once per turn, after your summoner attacks an adjacent enemy card, you may force your summoner 1 or 2 spaces. If you do, your summoner may resolve an extra attack against an adjacent enemy card.



Commons (4x)

Tundra Fighter
Common Unit • Tundra Orcs

1 ♦ 3 ♥

Frenzy
After each time this unit attacks an adjacent enemy card, roll a die. If a ♠ is rolled, you may force this unit 1 space. If you do, this unit may resolve an extra attack against an adjacent enemy card.

2 ♠



Frost Shaman
Common Unit • Tundra Orcs

1 ♦ 4 ♥

Unwieldy Magic
When this unit attacks, if 0 ♠ are rolled, no damage is added to the target.

3 ♠



Smasher
Common Unit • Tundra Orcs

3 ♦ 6 ♥

Sluggish
When this unit is being attacked, ♠ = add 1 extra damage to this unit.

4 ♠



Tundra Charger
Common Unit • Tundra Orcs

0 ♦ 2 ♥

Blood Rush
After summoning this unit, you may add 1 damage to it to force it 1 space.

2 ♠



Grognack
Summoner Unit • Tundra Orcs

13 ♥

Restore
After this unit moves, if it is unboosted, boost it.

Influence
When a friendly unit within 3 spaces of this unit rolls dice for an attack or ability during your turn, you may spend 1 boost to re-roll all of those dice.

4 ♠



Champions



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