

# Tundra Orcs

## Starting Setup

- 1 x Tundra Fighter
- 1 x Frost Shaman

**Grognack**  
 Summoner • Tundra Orcs

14

**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



## Events (2x)

**Freeze**  
 Standard • 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 • 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 • 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.



**Frenal Fury**  
 Standard • 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 • Tundra Orcs

1 3

**Frenzy**  
 After each time this unit attacks an adjacent enemy card, roll a die. If a 1 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 • Tundra Orcs

1 4

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

3



**Smasher**  
 Common • Tundra Orcs

3 6

**Sluggish**  
 When this unit is being attacked, 1 = this unit gains 1 additional damage.

4



**Tundra Charger**  
 Common • Tundra Orcs

0 2

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

2



# Champions

**Ragnor**  
Champion • Tundra Ores

5 ♦ 8 ♥

**Blood Bond**  
After this unit attacks an enemy unit, add boost to your summoner equal to the number of ♣ rolled.

3 ♣



**Shonk**  
Champion • Tundra Ores

5 ♦ 11 ♥

**Wild Strike**  
When this unit attacks, add 1 damage to the target for each ♣ rolled, instead of each ♣ rolled.

8 ♣



**Targan**  
Champion • Tundra Ores

5 ♦ 6 ♥

**Far Shot**  
This unit may attack cards up to 4 clear straight spaces away.

**Piercing Frost**  
Friendly adjacent Frost units have +1 strength.

4 ♣



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