

Polar Dwarves

Starting Setup

1 x Ice Golem
1 x Frost Mage

Events (2x)

Ice Ram
Epic Event • 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 Event • Build Phase

0♦

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



Parapet
Standard Event • Structure • Build Phase

0♦ 5♥

Friendly units may attack through this card.



Ice Repair
Standard Event • Move Phase

0♦

Remove 2 damage from each friendly structure.



Commons (4x)

Frost Mage
Common Unit • Polar Dwarves

1♦ 4♥

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



Ice Golem
Common Unit • 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 Unit • 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 Unit • 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, ♠ = ♠♠.



Svara
Summoner Unit • Polar Dwarves

12♥

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



Champions

Jarmund
Champion Unit • 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.

3

Nadiana
Champion Unit • Polar Dwarves

6♦ 7♥

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

2

Ollag
Champion Unit • Polar Dwarves

5♦ 7♥

Cold Snap
Friendly structures have +1 life.

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