The Ice Kingdoms

M² - Monsters and Magic

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Leader	Min	Max	Unit type	Quality	Detached?		Characteristics		VM	Hits	Save	VP	Pts
General	0	4	General on foot		×	-	-	-	**2**	**0**	**2 +**	2	40
Wizard Level 1	0	3	General on foot		×	Wizard : Level 1	-	-	**3**	**0**	**3 +**	2	90
Wizard Level 2	0	1	General on foot		×	Wizard : Level 2	Enchantress	-	**4**	**0**	**3 +**	4	170
Wizard Level 3	0		General on foot		×	Wizard : Level 3	Enchantress	-	**5**	**0**	**3 +**	4	220
Detached General or Mounted General or Senior General													+10
Major Hero	0	4									**+1**		0
Brilliant	0	1										+1	+40
Minor Heroes	2	4											+10
Camp	1	1 - Per Command										+1	+10

Monstrous Mount	Core	Min	Max	Unit type	Quality	Upgrade		Characteristics		Re-size	VM	Hits	Save	VP	Pts
Monster Bear		0	2	Monstrous Creature (I)	Regular		Nerves of Steel	Fearless	-		**2**	**2**	**5 +**	1	110
*Tzarina's Sled**		0	1	War wagon - no shooting	Raw		Army Standard (III)	Nerves of Steel	Fearless		**6**	**3**	**8 +**	6	110

Unit name	Core	Min	Max	Unit type	Quality	Upgrade		Characteristics		Re-size	VM	Hits	Save	VP	Pts
Griffon Legion	×	0	1	Knights - Lance	Veteran	-	Glorious Charge	Nerves of Steel	Fearless	-	**2**	**2**	**5 +**	2	140
Winged Hussars	×	0	3	Knights - Lance	Regular	-	Glorious Charge	Nerves of Steel	-	-	**2**	**2**	**6 +**	2	115
Druzhina	✓	1	5	Cavalry, lance	Regular	Extra Missiles	Nerves of Steel	-	-	-	**2**	**2**	**7 +**	2	115
Horse Archers	✓	1	6	Light cavalry, bow	Regular	-	Fleet	-	-	-	**1**	**1**	**8 +**	1	55
Bowmen	✓	2	5	Bowmen	Regular	-	-	-	-	-	**2**	**2**	**8 +**	2	70
Palace Guard	×	0	1	Auxiliaries	Veteran	2HCCW	-	-	-	-	**2**	**2**	**5 +**	2	110
Axemen	×	0	4	Billmen	Regular	-	-	-	-	-	**2**	**2**	**7 +**	2	70
Militia	×	0	4	Spearmen	Raw	-	-	-	-	-	**2**	**2**	**8 +**	2	50
Monster Bears	×	0	4	Monstrous Creature (I)	Regular	-	Nerves of Steel	Fearless	-	-	**2**	**2**	**5 +**	1	110
War Wagons	×	0	4	War wagon - Crossbow	Regular	-	-	-	-	-	**3**	**3**	**7 +**	3	130
Cannon	×	0	2	Artillery (Cannon)	Regular	-	-	-	-	-	**1**	**1**	**7 +**	1	70

** Enchantress only*

Army Trait		Pts
Frozen Steppes	Before the first piece of terrain is placed, place 2 boxes of open terrain. After both armies are deployed but before the first turn, draw a card. If the card is odd then all water features on the table are frozen. Frozen water features can be crossed, but they do count as rough going.	*50*
General Characteristics		
Enchantress	The Enchantress draws 2 cards when casting a spell, discarding the lowest. She also adds 2 VP to the army	
Army Characteristics		
Glorious Charge	Troops with this characteristic count as Fanatic, when charging using a lance	
Nerves of Steel	Troops with this characteristic add 1 to any PIP card when saving for a break test	
Fearless	Troops with this characteristic ignore the effect of the Terror characteristic. Troops with the Fanatic characteristic are also classed as Fearless.	
Fleet	Troops with this characteristic can change orientation, by one face, during any activation. Alternatively during a simple activation you may move additional 1 box straight ahead.	
Spells		
Monster Bear	If successfully cast, remove all activation cards from the Wizard and replace the Wizard's model with a Monster Bear! token. Monster Bear! token - Treat as a creature having a Monster Bear profile. It can activate. However, if the creature is killed then the Wizard is also killed. VM are surrendered for the Wizard. When the Monster Bear! token is removed, all the disruption counters on it are also removed. The Wizard is then replaced back into the box	*7*
Sorcerous Blast	Using line of sight, as if shooting, target a unit within 3 boxes of the casting Wizard. Successfully casting the spell does one automatic hit. On an 11+ an extra hit is inflicted per PIP over 10 - up to the level of the caster. Saves can be made as normal.	*7*
Chill	This spell can be cast upon a box within 3 squares of the casting wizard. The Wizard does not have to be able to see the target to cast the spell. When successfully cast place a Chill token in the box Chill token - Command (+2) . In addition if there are any frozen water features (as a result of Frozen Steppes trait) they too get a Chill token	*5*
Freeze	This spell can be cast upon an enemy unit within 2 squares of the casting wizard. The Wizard does not have to be able to see the target to cast the spell. When successfully cast place a Freeze token on the unit. Freeze token - Save (+2). On an 11+ an addition +1 Save per PIP over 10 - up to the level of the caster - is added to the token. In addition if there are any frozen water features (as a result of Frozen Steppes trait) they become impassible	*7*