

# KISLEV



## TO THE STRONGHOLD!

v5.0

### Army Trait

#### Realm of the Ice Queen

Before the first piece of terrain is placed the Kislev player must choose 1 of the following -

1. Place 2 boxes of open terrain before any of their terrain is placed.
2. 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.

#### Kin of the Bear God

Troops with this characteristic add 1 to any PIP card when saving for a break test.

### Army Characteristics

#### Hates Chaos

All models with this characteristics have the Hatred rule against all units from Warriors of Chaos, Daemons of Chaos and Beastmen.

#### Tzarina

The Tzarina draws 2 cards when casting a spell, discarding the lowest. She also adds 2 VP to the army

#### Glorious Charge

Troops with this characteristic add 1 to the PIP card, when charging using a lance

### Spells

#### MONSTER BEAR!

Cast 7+

*The Wizard transforms himself into a gigantic ferocious supernatural bear and hurls himself into the enemy's ranks.*

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

#### ICY BLAST

Cast 6+

*An icy blast shoots from the Wizard's outstretched arm and strikes his foes.*

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.

#### CHILL

Cast 5+

*A fierce chill envelops the unit, freezing its warriors and hindering its ability to move and fight.*

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 Realm of the Ice Queen) they too get a **Chill token**

#### FREEZE

Cast 7+

*An ill wind turns the enemy so brittle that wood, flesh and even iron shatters and falls to the ground in splinters.*

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 Realm of the Ice Queen) they become impassible

# KISLEV

Realm of the Ice Queen

Points

50

Leader	Min	Max	Unit type	Characteristics	VMs	Save	VP	Points	
General	1	4	General on foot		2	2 +	2	50	
Wizard Level 1	0	3	General on foot	Wizard : Level 1	3	3 +	2	100	
Wizard Level 2	0	1	General on foot	Wizard : Level 2 Tzarina	6	3 +	4	250	
Wizard Level 3			General on foot	Wizard : Level 3 Tzarina	7	3 +	4	300	
Detached General or Mounted General or Senior General								+10	
Major Hero						+ 1		+10	
Brilliant	0	1					+1	+40	
Minor Heroes	2	4						+10	
Camp	1	1 - Per Command						+1	+10

Monstrous Mount	Unit type	Quality	Upgrade	Characteristics	Re-size	VMs	Hits	Save	VP	Points
Monster Bear	Monstrous Creature (I)			Hates Chaos Kin of the Bear God Fearless	2	2	5 +	1		115

## Troops

Unit name	Core	Min	Max	Unit type	Quality	Upgrade	Characteristics	Re-size	VMs	Hits	Save	VP	Points
Gryphon Legion	0	1		Knights - Lance	Veteran		Hates Chaos Kin of the Bear God Glorious Charge	2	2	5 +	2		150
Winged Lancers	0	2		Knights - Lance			Hates Chaos Kin of the Bear God Glorious Charge	2	2	6 +	2		130
Druzhdina	●	1	5	Cavalry, lance		Extra missile weapons	Hates Chaos Kin of the Bear God	2	2	7 +	2		120
Ungol Horse Archers	●	1	6	Light cavalry, bow			Hates Chaos	1	1	8 +	1		55
Bowmen	●	2	5	Bowmen			Hates Chaos	2	2	8 +	2		75
Kreml Guard	0	1		Billmen	Veteran		Hates Chaos Kin of the Bear God	2	2	6 +	2		100
Axemen	●	0	4	Billmen	Veteran		Hates Chaos Kin of the Bear God	2	2	6 +	2		100
Gospodar Militia	●	0	4	Spearmen		Raw	Hates Chaos	2	2	8 +	2		55
Kossars	●	0	3	Light infantry, bow			Hates Chaos	1	1	8 +	1		45
Monster Bears	0	2		Monstrous Creature (I)			Hates Chaos Kin of the Bear God Fearless	2	2	5 +	1		115
War Wagon	0	4		War wagon - Crossbow			Hates Chaos	3	3	7 +	3		135
Urugan Cannon	0	2		Artillery (Cannon)			Hates Chaos	1	1	7 +	1		75