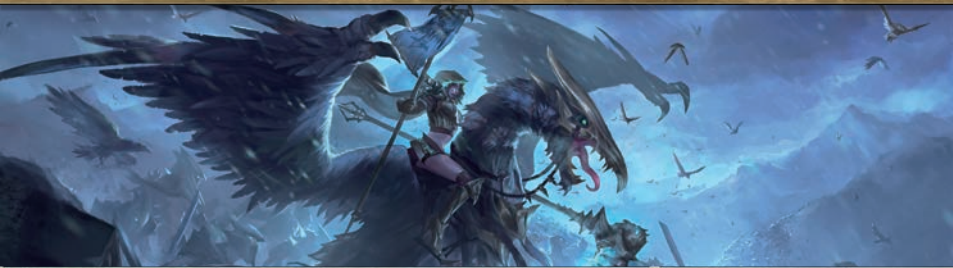


WARLINE



Kingdom Of
FROST



RULES VERSION 1.0


KINGDOM COMPLEXITY LEVEL ●●●○

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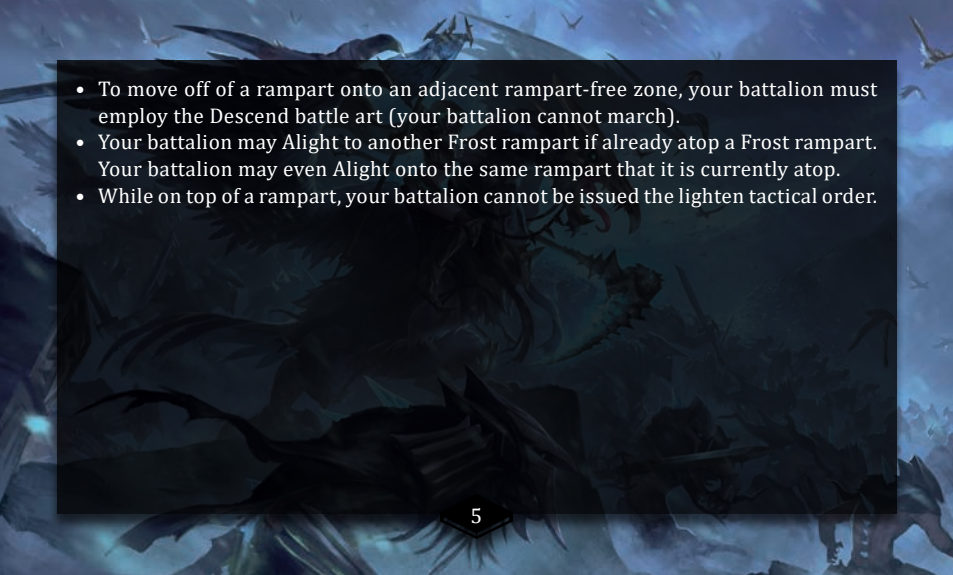
Alight

Applies only to Frost battalions of arms [6]

Maneuver action cost 


Mounted atop rayvern beasts, your battalion flies high into the air and lands on top of a Frost rampart.

- Spend the appropriate majik from reserve and place your battalion on top of any Frost rampart of your choosing. You may face your battalion in the direction of your choosing. If there is another Frost battalion occupying the rampart you choose, place your battalion on top of the other battalion. While on top of a Frost rampart, other battalions cannot interact with your battalion in any manner.
- If the occupied rampart is demolished, remove it and place your battalion back down onto the zone after the rampart is removed. Do not change the status of your battalion.

- 
- To move off of a rampart onto an adjacent rampart-free zone, your battalion must employ the Descend battle art (your battalion cannot march).
 - Your battalion may Alight to another Frost rampart if already atop a Frost rampart. Your battalion may even Alight onto the same rampart that it is currently atop.
 - While on top of a rampart, your battalion cannot be issued the lighten tactical order.

Descend

Applies only to Frost battalions of arms [6]


Maneuver action cost 

Your rayvern mounted battalion glides down from atop a rampart onto an adjacent zone.

- Your battalion may only employ Descend if it is on top of a rampart. Spend the appropriate majik from reserve and move your battalion, in its facing direction, from the rampart onto the adjacent zone. If other battalions occupy the zone, place your battalion on top. If the top-most battalion (before placing) is an opposing battalion, this battalion is automatically engaged (resolve engagement according to Battle Canvas book section 11.4 heading “Engage an Opposing Battalion”).
- Ignore the march maneuver action cost for the zone on which your battalion descends.

Freeze

Applies only to Frost battalions of arms [4], [5], [6]


Maneuver action cost 

Your battalion freezes nearby waterbodies, solidifying the terrain into ice.


- Spend the appropriate majik from reserve and target either the waterbody zone your battalion occupies or a waterbody zone adjacent to your battalion. Replace the targeted waterbody terrain tile and also each waterbody terrain tile adjacent to the target with ice terrain tiles.
- If there are battalions occupying any of the replaced terrain, place the battalions back down onto the zone after the terrain is replaced. Do not change the stack position or status of any of these battalions.

Ice March

Applies to Frost battalions of arms [1], [2], [3], [4], [5], [6]


Maneuver action cost 

Your battalion is adept at navigating ice terrain.


- March into an ice terrain zone, ignore the zone's given march maneuver action cost and instead spend only  .

Mountain March

Applies to Frost battalions of arms [1], [2], [3], [4], [5], [6]


Maneuver action cost 

Your battalion is adept at navigating mountain terrain.


- March into a mountain terrain zone, ignore the zone's given march maneuver action cost and instead spend only  .

Snowblind

Applies to Frost battalions of arms [1], [2], [3], [4], [5], [6]

Maneuver action cost 

Your battalion stirs up snowdrifts alongside Frost ramparts and uses the resulting snowblind cover to move unnoticed and unhindered.

- March into an **unoccupied** zone that is adjacent to any Frost rampart, ignore the zone's given march maneuver action cost and instead spend .





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