THE BUTCHER OF KHARDOV
KHADOR WARCASTER

BUTCHER

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	8	9	5	14	18	7

BLUNDERBUSS

RNG	ROF	AOE	POW
8	1	—	12

LOLA

POW	P+S
8	16

FOCUS 6

DAMAGE

WJ +7 | FA C

THE BUTCHER OF KHARDOV

SPELLS	COST	RNG	AOE	POW	UP	OFF
FURY	2	6	–	–	YES	NO
Target friendly model/unit gains +3 on melee damage rolls but suffers –1 DEF.						
IRON FLESH	2	6	–	–	YES	NO
Target friendly warrior model/unit gains +3 DEF but suffers –1 SPD.						
OBLITERATION	4	10	4	15	NO	YES
The earth itself is blasted apart by the force of this attack.						
WAR MONGER	3	SELF	CTRL	–	YES	NO
While in this model's control area, a model in its battlegroup can spend 1 focus point to boost attack and damage rolls for the attack.						

KOMMANDER ORSUS ZOKTAVIA
KHADOR EPIC WARCASTER

ZOKTAVIR

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	8	9	5	14	18	7

BLUNDERBUSS

RNG	ROF	AOE	POW
8	1	—	12

LOLA

POW	P+S
8	16

FOCUS *

DAMAGE

WJ +6 | FA C

KOMMANDER ORSUS ZOKTAVIA

SPELLS	COST	RNG	AOE	POW	UP	OFF
BATTLE LUST	3	6	–	–	NO	NO
Target friendly Faction warrior model/unit gains Fearless and rolls an additional die on melee damage rolls for one round.						
BOUNDLESS CHARGE	3	6	–	–	NO	NO
During its activation, target friendly model can charge without spending focus and gains +2″ movement and Pathfinder when it charges. Boundless Charge lasts for one turn.						
ELIMINATOR	3	8	3	13	NO	YES
Immediately after this attack is resolved, this model can advance up to 2″ for each enemy model destroyed by this attack.						
RAVAGER	2	6	–	–	NO	NO
When target friendly Faction warjack makes a normal attack with a melee weapon, compare the total rolled for the attack to the DEF of each model in its LOS and the weapon's melee range. If the attack roll equals or exceeds a model's DEF, that model is directly hit.						

THE BUTCHER OF KHARDOV

BUTCHER

WEAPON MASTER [Lola] – When attacking with the listed weapon, this model rolls an additional die on its damage rolls.

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THE BUTCHER OF KHARDOV

FEAT: BLOOD FRENZY

XXX

While in the Butcher's control area, friendly Faction models roll an additional die on attack damage rolls this turn.

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KOMMANDER ORSUS ZOKTAVIA

ZOKTAVIR

ARCANE DEMENTIA – Zoktavir's base FOC varies from round to round. At the beginning of the game and during each of your Control Phases, roll a d6+1. This is Zoktavir's base FOC for the round. If Zoktavir destroyed three or more enemy models with melee attacks since the beginning of your previous turn, his base FOC is 7. Zoktavir's control area is always 12″.

CIRCULAR VISION – This model has no back arc, and its front arc extends 360°.

CONFERRED RAGE – While in this model's control area, warjacks in its battlegroup can charge or make power attacks without spending focus. When this model destroys one or more enemy models during its activation, warjacks in its battlegroup currently in its control area gain +2 SPD and MAT this turn.

HOMICIDAL MANIAC – When this model makes a normal melee attack during its activation, compare the total rolled to the DEF of each model in this model's LOS and in its weapon's melee range. If the attack roll equals or exceeds a model's DEF, that model is directly hit. After resolving a normal melee attack in which this model destroyed one or more enemy models and there are no enemy models remaining within this model's melee range, it can advance up to 1″.

WEAPON MASTER [Lola] – When attacking with the listed weapon, this model rolls an additional die on its damage rolls.

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KOMMANDER ORSUS ZOKTAVIA

FEAT: FEEL THE HATE

XXX

Zoktavir gains one rage token each time an enemy model is destroyed while in his control area. After all friendly models have completed their activations, no more tokens can be gained and Zoktavir can allocate up to 3 tokens to any friendly non-warcaster Faction model in his control area. Rage tokens that are not allocated are removed. A model can spend one rage token once to make a full advance followed by one normal melee attack. Rage tokens can also be spent to make one normal melee attack or to boost a melee attack or melee damage roll. Remove unspent rage tokens at the end of the turn.

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KOMMANDER SORSCHA
KHADOR WARCASTER

SORSCHA							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	6	6	5	16	14	9	

HAND CANNON				
RNG	ROF	AOE	POW
12	1	—	12

FROSTFANG		
POW	P+S	
7	13	

FOCUS 6

DAMAGE

WJ +5 | FA C

KOMMANDER SORSCHA

SPELLS	COST	RNG	AOE	POW	UP	OFF
BOUNDLESS CHARGE	3	6	–	–	NO	NO
During its activation, target friendly model can charge without spending focus and gains +2″ movement and Pathfinder when it charges. Boundless Charge lasts for one turn.						
FOG OF WAR	3	SELF	CTRL	–	YES	NO
Models gain concealment while in this model's control area.						
FREEZING GRIP	4	8	–	–	NO	YES
Target model/unit without Immunity: Cold becomes stationary for one round.						
RAZOR WIND	2	10	–	12	NO	YES
A blade of wind slices through the target model.						
TEMPEST	4	8	4	12	NO	YES
Models hit by Tempest are knocked down and suffer a POW 12 damage roll.						
WIND RUSH	2	SELF	–	–	NO	NO
This model can immediately make a full advance and gains +2 DEF for one round. Wind Rush can be cast only once per turn.						

FORWARD KOMMANDER SORSCHA
KHADOR EPIC WARCASTER

SORSCHA							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	6	7	5	16	15	8	

QUAD-IRON				
RNG	ROF	AOE	POW
10	1	—	10

FROSTFANG		
POW	P+S	
7	13	

FOCUS 6

DAMAGE

WJ +6 | FA C

FORWARD KOMMANDER SORSCHA

SPELLS	COST	RNG	AOE	POW	UP	OFF
BOUNDLESS CHARGE	3	6	–	–	NO	NO
During its activation, target friendly model can charge without spending focus and gains +2″ movement and Pathfinder when it charges. Boundless Charge lasts for one turn.						
CYCLONE	2	SELF	–	–	NO	NO
This model immediately makes a full advance. This model cannot be targeted by free strikes during this movement. At the end of this movement, it can make one normal attack with one of its melee weapons. Compare the total rolled to the DEF of each model in this model's LOS and its weapon's melee range. If the attack roll equals or exceeds a model's DEF, that model is directly hit. Cyclone can be cast only once per turn.						
FREEZING GRIP	4	8	–	–	NO	YES
Target model/unit without Immunity: Cold becomes stationary for one round.						
RAZOR WIND	2	10	–	12	NO	YES
A blade of wind slices through the target model.						
SHATTER STORM	2	6	–	–	YES	NO
When target Friendly Faction model/unit directly hits and boxes an enemy model with a ranged or melee attack, center a 3″ AOE on the boxed model, then remove that model from play. Models in the AOE are hit and suffer an unboostable POW 8 blast damage roll.						

KOMMANDER SORSCHA

FROST FANG

CRITICAL FREEZE – On a critical hit, the model hit becomes stationary for one round. Models with Immunity: Cold do not become stationary.

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KOMMANDER SORSCHA

FEAT: ICY GAZE

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Enemy models without Immunity: Cold currently in Sorscha's LOS and control area become stationary for one round.

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FORWARD KOMMANDER SORSCHA

SORSCHA

DESPERATE PACE – Friendly Winter Guard units beginning their activation in this model's command range gain +2″ movement this activation.

WARJACK BOND – One non-character warjack in Sorscha's battlegroup begins the game bonded to her. The warjack gains Immunity: Cold. When an enemy model without Immunity: Cold ends its activation within 2″ of the bonded warjack that model becomes stationary for one round.

QUAD-IRON

MULTI-FIRE (★ATTACK) – On a hit, after resolving the attack this model can immediately make one additional attack with this weapon targeting the last model hit or another model within 2″ of the last model hit, ignoring ROF. This model can make up to three Multi-Fire attacks during its activation.

FROST FANG

CRITICAL FREEZE – On a critical hit, the model hit becomes stationary for one round. Models with Immunity: Cold do not become stationary.

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FORWARD KOMMANDER SORSCHA

FEAT: WINTER'S CHILL

XXX

Damage to enemy models without Immunity: Cold currently in Sorscha's control area that exceeds ARM is doubled this turn.

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VLADIMIR, THE DARK PRINCE
KHADOR WARCASTER

VLADIMIR						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	7	5	15	16	9

RUIN	
POW	P+S
4	10

SKIRMISHER	
POW	P+S
7	13

FOCUS 7

DAMAGE

WJ +5 | FA C

VLADIMIR, THE DARK PRINCE

SPELLS	COST	RNG	AOE	POW	UP	OFF
BLOOD OF KINGS	4	SELF	–	–	NO	NO
Vladimir gains +3 SPD, STR, MAT, RAT, DEF, and ARM for one round.						
BOUNDLESS CHARGE	3	6	–	–	NO	NO
During its activation, target friendly model can charge without spending focus and gains +2″ movement and Pathfinder when it charges. Boundless Charge lasts for one turn.						
RAZOR WIND	2	10	–	12	NO	YES
A blade of wind slices through the target model.						
SIGNS AND PORTENTS	3	SELF	CTRL	–	NO	NO
While in this model's control area, friendly Faction models roll an additional die on attack and damage rolls this turn. Discard the lowest die in each roll.						
WIND WALL	4	SELF	–	–	NO	NO
This model cannot make ranged attacks, and ranged attacks targeting this model automatically miss. While completely within 3″ of this model, models cannot make ranged attacks and ranged attacks targeting them automatically miss. Wind Wall lasts for one round.						

VLADIMIR TZEPESCI, THE DARK CHAMPION
KHADOR EPIC WARCASTER

VLADIMIR						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	7	5	15	16	9

DOMINION	
POW	P+S
8	14

FOCUS 7

DAMAGE

WJ +5 | FA C

VLADIMIR TZEPESCI, THE DARK CHAMPION

SPELLS	COST	RNG	AOE	POW	UP	OFF
ASSAIL	3	6	–	–	YES	NO
Target friendly Faction warjack can charge or power attack slam or trample without spending focus. The warjack gains +2″ movement when it charges or performs a slam power attack. Models slammed by the warjack are moved +2″.						
HAND OF FATE	2	6	–	–	YES	NO
Target friendly Faction model/unit can roll an extra die on attack and damage rolls. Discard the low die in each roll.						
MARTIAL PARAGON	2	SELF	–	–	YES	NO
This model rolls an additional die on melee attack rolls and cannot be targeted by free strikes.						
RAZOR WIND	2	10	–	12	NO	YES
A blade of wind slices through the target model.						
TRANSFERENCE	2	SELF	CTRL	-	YES	NO
While in this model's control area, friendly Faction non-warcaster warrior models can remove 1 focus point from this model to boost a melee attack or melee damage roll.						
WIND BLAST	2	CTRL	5	–	NO	NO
Place a 5″ AOE anywhere completely in this model's control area. Cloud effects overlapping the AOE expire. Models suffer –3 RAT while within the AOE. The AOE remains in play for one round.						

VLADIMIR, THE DARK PRINCE

VLADIMIR

PARRY – This model cannot be targeted by free strikes.

SKIRMISHER

BLOOD BOON – Once per activation, immediately after resolving an attack in which it destroyed a living enemy model with this weapon, this model can cast a spell with COST 3 or less without spending focus.

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VLADIMIR, THE DARK PRINCE

FEAT: FORCED MARCH

XXX

Friendly Faction warjacks beginning their activations in Vladimir's control area double their base SPD and can run or charge without spending focus. Forced March lasts for one turn.

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VLADIMIR TZEPESCI, THE DARK CHAMPION

VLADIMIR

BLOOD TRIALS – When this model suffers 1 or more damage points from an enemy attack, it gains one blood token. During your next Control Phase, replace each blood token on this model with 1 focus point.

DEFENSIVE STRIKE – Once per turn, when an enemy model advances into and ends its movement in this model's melee range, this model can make one normal melee attack against it.

MIGHT OF KINGS – When Vladimir is first damaged, he gains +1 SPD, STR, DEF, and CMD for the rest of the game. If he is reduced to ten or fewer wounds, this bonus increases to +2 for the rest of the game. If he is reduced to five or fewer wounds, this bonus increases to +3 for the rest of the game. These benefits remain even if Vladimir heals. If a friendly model damages him with an attack, Vladimir loses Might of Kings for the rest of the game.

DOMINION

BALEFIRE – Gain an additional damage die against undead models.

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VLADIMIR TZEPESCI, THE DARK CHAMPION

FEAT: BLOOD LEGACY

XXX

Select d3+3 friendly Faction non-character warrior models currently in Vladimir's control area. These models gain +3 SPD, STR, MAT, RAT, DEF, ARM, and CMD for one round.

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KOMMANDANT IRUSK
KHADOR WARCASTER

IRUSK						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	7	6	15	15	10

SWORD CANNON

RNG	ROF	AOE	POW
10	2	—	13

ONSLAUGHT

POW	P+S
6	12

FOCUS 7

DAMAGE

WJ +6 | FA C

KOMMANDANT IRUSK

SPELLS	COST	RNG	AOE	POW	UP	OFF
AIRBURST	3	CTRL	3	8	NO	YES
This spell can target any model in this model's control area regardless of LOS. Airburst ignores intervening models, cover, concealment, and elevation. All models hit suffer a POW 8 blast damage roll.						
BATTLE LUST	3	6	–	–	NO	NO
Target friendly Faction warrior model/unit gains Fearless and rolls an additional die on melee damage rolls for one round.						
GRIND	3	10	–	14	NO	YES
When a warjack is hit by Grind, it suffers 1 damage point to its first available Movement system box.						
INHOSPITABLE GROUND	3	SELF	CTRL	–	NO	NO
While in this model's control area, enemy models treat open terrain as rough terrain. Inhospitable Ground lasts for one round.						
IRON FLESH	2	6	–	–	YES	NO
Target friendly warrior model/unit gains +3 DEF but suffers –1 SPD.						
SUPERIORITY	3	6	–	–	YES	NO
Target friendly Faction warjack gains +2 SPD, MAT, and DEF and cannot be knocked down.						

KOMMANDANT IRUSK

IRUSK

ASSAULT – As part of a charge, after moving but before making its charge attack, this model can make one ranged attack targeting the model charged. During that attack, this model and its target are not considered in melee with each other. If the target is not in melee range after moving, this model can make the Assault ranged attack before its activation ends. This model cannot target a model it was in melee with at the start of its activation with the ranged attack.

QUICK WORK – When this model destroys one or more enemy models with a melee attack during its combat action, immediately after the attack is resolved this model can make one normal ranged attack. Attacks gained from Quick Work do not count against a weapon's ROF.

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KOMMANDANT IRUSK

FEAT: UNDYING LOYALTY

XXX

Friendly Faction warrior models/units become Fearless and gain +2 on melee and ranged attack rolls while in Irusk's control area. When an affected model is disabled, its controller rolls a d6. On a 4, 5, or 6, the model regains one wound. Undying Loyalty lasts for one round.

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SUPREME KOMMANDANT IRUSK
KHADOR EPIC WARCASTER

IRUSK						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	7	6	15	15	10

HAND CANNON

RNG	ROF	AOE	POW
12	1	—	12

ENDGAME

POW	P+S
7	13

FOCUS 7

DAMAGE

WJ +5 | FA C

SUPREME KOMMANDANT IRUSK

SPELLS	COST	RNG	AOE	POW	UP	OFF
AIRBURST	3	CTRL	3	8	NO	YES
This spell can target any model in this model's control area regardless of LOS. Airburst ignores intervening models, cover, concealment, and elevation. All models hit suffer a POW 8 blast damage roll.						
ARTIFICE OF DEVIATION	3	CTRL	5	–	NO	NO
Place a 5" AOE anywhere completely in this model's control area. While in the AOE, friendly models gain Pathfinder and can advance through obstructions and other models if they have enough movement to move completely past them. Enemy models treat the AOE as rough terrain. Artifice of Deviation lasts for one round.						
BATTLE LUST	3	6	–	–	NO	NO
Target friendly Faction warrior model/unit gains Fearless and rolls an additional die on melee damage rolls for one round.						
FULL THROTTLE	3	SELF	CTRL	–	NO	NO
Models in this model's battlegroup currently in its control area gain +2 SPD and can run, charge, or power attack trample or slam without spending focus.						
FIRE FOR EFFECT	3	6	–	–	YES	NO
Boost the attack and damage rolls of target friendly Faction model's first ranged attack each activation.						
TACTICAL SUPREMACY	2	6	–	–	YES	NO
Target friendly model/unit can advance up to 3" after all models have ended their activations on your turn.						

SUPREME KOMMANDANT IRUSK

IRUSK

MARTIAL DISCIPLINE – Friendly living Faction small- and medium-based warrior models can ignore friendly Faction warrior models in this model's command range when drawing LOS and can advance through friendly Faction warrior models in this model's command range if they have enough movement to move completely past the models' bases.

TOTAL OBEDIENCE – While in this model's command range, friendly living non-warcaster Faction warrior models gain Tough.

WARJACK BOND – One non-character warjack in Irusk's battlegroup begins the game bonded to him. The warjack gains +2 DEF and cannot be knocked down.

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SUPREME KOMMANDANT IRUSK

FEAT: DESPERATE GROUND

XXX

Friendly Faction models currently in Irusk's control area ignore cloud effects and forests when determining LOS and gain Pathfinder. Affected models currently knocked down immediately stand up. Enemy models/units beginning their activations in Irusk's control area suffer –2 SPD and cannot give or receive orders. Desperate Ground lasts for one round.

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KARCHEV THE TERRIBLE
KHADOR WARCASTER

KARCHEV	SPD	STR	MAT	RAT	DEF	ARM	CMD
	4	12	7	5	12	19	8

FISSURE

RNG	ROF	AOE	POW
SP	1	—	12

R

OPEN FIST

POW	P+S
3	15

L

SUNDER

POW	P+S
7	19

R

FOCUS 5

DAMAGE

1	2	3	4	5	6
	L			R	
L	L	M	B	R	R
	M	M	B	B	

SYSTEM STATUS L R M B

WJ +5

FA C

KARCHEV THE TERRIBLE

SPELLS	COST	RNG	AOE	POW	UP	OFF
ERUPTION	3	8	3	14	NO	YES
All models hit suffer a POW 14 fire damage roll. The AOE is a cloud effect that remains in play for one round. Models entering or ending their activation in the AOE suffer an unboostable POW 14 fire damage roll.						
GROUND ZERO	3	SELF	5	13	NO	NO
Center a 5″ AOE on this model. Each other model in the AOE is hit and suffers a POW 13 damage roll. Models damaged by Ground Zero are pushed d6″ directly away from this model. You select the order models are moved.						
SIDEARMS	2	SELF	CTRL	–	YES	NO
While in this model's control area and B2B with one or more models in this model's battlegroup, models in this model's battlegroup cannot be knocked down and gain +1 DEF for each other model in the battlegroup with which they are B2B.						
TOW	2	SELF	–	–	YES	NO
If this model advances within 2″ of a friendly warjack during its normal movement, that warjack can be placed B2B with it at the end of this model's movement. The warjack must be placed completely within this model's back arc. Up to three warjacks can be placed by Tow each time this model ends its normal movement.						
UNEARTHLY RAGE	3	SELF	CTRL	–	NO	NO
While in this model's control area, this model and warjacks in its battlegroup gain boosted melee attack and melee damage rolls, and their melee weapons become magical weapons for one round.						

KOLDUN KOMMANDER ALEKSANDRA ZERKOVA
KHADOR GREYLORD WARCASTER

ZERKOVA	SPD	STR	MAT	RAT	DEF	ARM	CMD
	6	5	6	5	15	15	9

ROD OF WHISPERS

RNG	ROF	AOE	POW
8	1	—	13

QUIETUS

POW	P+S
6	11

FOCUS 7

DAMAGE

WJ +6

FA C

KOLDUN KOMMANDER ALEKSANDRA ZERKOVA

SPELLS	COST	RNG	AOE	POW	UP	OFF
BANISHING WARD	2	6	–	–	YES	NO
Enemy upkeep spells on target friendly model/unit expire. Affected models cannot be targeted by enemy spells or animi.						
FORCE BLAST	3	CTRL	-	-	NO	NO
When casting Force Blast, select a model in this model's battlegroup in its control area. Enemy models within 2″ of the selected model are immediately pushed 4″ directly away from the selected model. You choose the order models are pushed.						
ICY GRIP	2	8	–	–	YES	YES
Target enemy warrior model/unit without Immunity: Cold suffers –2 DEF and cannot run or perform special attacks.						
INFLUENCE	1	10	–	–	NO	YES
Take control of target enemy non-warcaster, non-warlock warrior model. The model immediately makes one normal melee attack, then Influence expires.						
TWISTER	3	10	4	12	NO	YES
The AOE is a cloud effect that remains in play for one round.						
WATCHER	3	6	–	–	YES	NO
When an enemy model ends its normal movement within 6″ of this model, target warjack in this model's battlegroup can immediately make a full advance and one normal melee or ranged attack targeting the enemy model. The attack and damage rolls against that model are boosted. After the attack is resolved, Watcher expires.						

KARCHEV THE TERRIBLE

KARCHEV

ARCANTRIK TURBINE – At the start of this model's activation, it gains either 1 focus point or +2 SPD and Pathfinder for one turn.

MAN IN THE MACHINE – Karchev is a living model, but he is neither a warjack nor a warrior model. He can run, charge, and make slam, throw, headlock/weapon lock, and push power attacks without spending focus. He has a damage grid and suffers damage like a warjack. Effects modifying the amount of damage to or the manner in which damage is applied to a warjack also apply to him. The B boxes of Karchev's damage grid represent his Body system. Friendly Faction models with the Repair skill can attempt to repair Karchev like a warjack but cannot repair his Body system. When Karchev spends focus points to heal damage, he can heal damage only to his Body system. While his Body system is crippled, he cannot allocate focus. Karchev is affected by the Deep Water rule like a warrior model. Apply damage he suffers from deep water only to his Body system.

FISSURE

KNOCKDOWN – When a model is hit by this attack, it is knocked down.

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KARCHEV THE TERRIBLE

FEAT: TOTAL WAR

XXX

Models in Karchev's battlegroup currently in his control area gain Pathfinder and can charge or make power attacks without spending focus. At the start of their activations, affected models can turn to face any direction before their normal movement. Total War lasts for one turn.

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KOLDUN KOMMANDER ALEKSANDRA ZERKOVA

ZERKOVA

ARCANE ARTIFACTS – When this model casts a spell, you can choose one of the following abilities. Each ability can be used once per activation and expires after the spell is cast.

- **FOCUS SPHERE** – Reduce the COST of the spell by 1.
- **GHOST STONE** – This model's front arc extends 360°, it can target models in its control area regardless of LOS, and it ignores Stealth.
- **LENS OF TARVODH** – The spell gains +3″ RNG.

ORGOTH SEAL – When a magic attack targets this model, the attack suffers –3″ RNG. If a magic attack hits this model, after the attack is resolved the attacking model suffers d6 damage points.

QUIETUS

MECHANIKAL SEIZURE – When a warjack is hit by this weapon it becomes stationary for one round.

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KOLDUN KOMMANDER ALEKSANDRA ZERKOVA

FEAT: HOWLING WIND

XXX

Enemy models currently in Zerkova's control area lose their initial ranged attacks and cannot run, charge, make special attacks, give or receive orders, or perform special actions. Howling Wind lasts for one round.

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ZEVANNA AGHA, THE OLD WITCH OF KHADOR

KHADOR WARCASTER

OLD WITCH	SPD	STR	MAT	RAT	DEF	ARM	CMD
	5	7	6	3	15	14	8

IRON CLAWS	POW	P+S
x2	6	13

FOCUS 7

DAMAGE

WJ +3

FA C

ZEVANNA AGHA, THE OLD WITCH OF KHADOR

SPELLS	COST	RNG	AOE	POW	UP	OFF
AVATAR OF SLAUGHTER	2	6	–	–	YES	NO
This spell can target only this model or Scrapjack. The affected model gains +2 on melee attack rolls. When it destroys an enemy warrior model with a melee attack, after the attack is resolved the affected model can advance up to 1″ and make an additional melee attack.						
GALLOWS	3	10	–	13	NO	YES
When an enemy model is hit by this attack, it can be pushed d6″ directly toward the spell's point of origin.						
IRON FLESH	2	6	–	–	YES	NO
Target friendly warrior model/unit gains +3 DEF but suffers –1 SPD.						
MURDER OF CROWS	3	CTRL	5	*	YES	NO
Place a 5″ AOE cloud effect completely in this model's control area. Any model except the Old Witch or Scrapjack entering or ending its activation in the AOE suffers an unboostable POW 8 damage roll.						
UNSEEN PATH	2	6	–	–	NO	NO
This spell can target this model or Scrapjack. If targeting this model, immediately place it within 2″ of Scrapjack. If targeting Scrapjack, immediately place it within 2″ of this model. A model cannot advance this turn after being placed by Unseen Path.						
WEALD SECRETS	2	6	–	–	YES	NO
Target friendly model/unit gains Camouflage and Pathfinder. A model with Camouflage gains an additional +2 DEF when benefiting from concealment or cover.						

SCRAPJACK

KHADOR CHARACTER LIGHT WARJACK

SCRAPJACK	SPD	STR	MAT	RAT	DEF	ARM	CMD
	6	8	5	3	14	16	—

MECHANIKAL TALON	POW	P+S
	4	12

MECHANIKAL TALON	POW	P+S
	4	12

DAMAGE

1 2 3 4 5 6

M C A A C M
M C C M

SYSTEM STATUS M C A

FA C

DESTROYER

KHADOR HEAVY WARJACK

DESTROYER	SPD	STR	MAT	RAT	DEF	ARM	CMD
	4	12	6	4	10	20	—

BOMBARD	RNG	ROF	AOE	POW
	14	1	3	14

L

EXECUTIONER AXE	POW	P+S
	6	18

R

DAMAGE

1 2 3 4 5 6

L R
L L M C R R
M M C C

SYSTEM STATUS L R M C

PC 10

FA U

ZEVANNA AGHA, THE OLD WITCH OF KHADOR

OLD WITCH

AUGURY – This model and warjacks in its battlegroup ignore cloud effects and forests when determining LOS.

BLOOD TRADE – This model can suffer 1 damage point instead of spending focus to upkeep a spell.

CULL SOUL – This model gains one soul token for each living enemy model it destroys with a melee attack. During your next Control Phase, replace each soul token with 1 focus point.

PROWL – This model gains Stealth while within a terrain feature that provides concealment or the AOE of a spell providing concealment.

WARJACK BOND – Scrapjack is bonded to the Old Witch. When the Old Witch is damaged by an enemy attack, Scrapjack gains +2 SPD and +2 to attack and damage rolls for one round.

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ZEVANNA AGHA, THE OLD WITCH OF KHADOR

FEAT: FIELD OF TALONS

XXX

While in the Old Witch's control area, enemy models cannot run, charge, or make special attacks. Enemy models that advance and end their movement in the Old Witch's control area suffer an unboostable POW 14 damage roll. Field of Talons lasts for one round.

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SCRAPJACK

SCRAPJACK

COMPANION [Old Witch] – This model is included in any army that also includes the listed model. This model is part of the listed model's battlegroup. If the listed model is destroyed or removed from play, remove this model from play.

PROWL – This model gains Stealth while within a terrain feature that provides concealment or the AOE of a spell providing concealment.

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DESTROYER

BOMBARD

ARCING FIRE – When attacking with this weapon, this model can ignore intervening models except those that would normally screen the target.

EXECUTIONER AXE

CRITICAL SYSTEM FAILURE – On a critical hit, each warjack arm and weapon system that suffers damage from this attack is crippled.

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JUGGERNAUT
KHADOR HEAVY WARJACK

JUGGERNAUT						
SPD	STR	MAT	RAT	DEF	ARM	CMD
4	12	6	4	10	20	—

OPEN FIST		
	POW	P+S
	3	15

L

ICE AXE		
	POW	P+S
	7	19

R

DAMAGE

1	2	3	4	5	6
	L			R	
L	L	M	C	R	R
	M	M	C	C	

SYSTEM STATUS L R M C

PC 7

FA U

MARAUDER
KHADOR HEAVY WARJACK

MARAUDER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
4	12	6	4	10	20	—

RAM PISTONS		
	POW	P+S
	4	16

L

RAM PISTONS		
	POW	P+S
	4	16

R

DAMAGE

1	2	3	4	5	6
	L			R	
L	L	M	C	R	R
	M	M	C	C	

SYSTEM STATUS L R M C

PC 7

FA U

BERSERKER
KHADOR HEAVY WARJACK

BERSERKER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
4	11	5	3	9	18	—

WAR AXE		
	POW	P+S
	5	16

L

WAR AXE		
	POW	P+S
	5	16

R

DAMAGE

1	2	3	4	5	6
	L			R	
L	L	M	C	R	R
	M	M		C	

SYSTEM STATUS L R M C

PC 6

FA U

DEVASTATOR
KHADOR HEAVY WARJACK

DEVASTATOR						
SPD	STR	MAT	RAT	DEF	ARM	CMD
4	12	6	4	10	25	—

SHIELD FIST		
	POW	P+S
	4	16

L

SHIELD FIST		
	POW	P+S
	4	16

R

DAMAGE

1	2	3	4	5	6
	L			R	
L	L	M	C	R	R
	M	M	C	C	

SYSTEM STATUS L R M C

PC 9

FA U

JUGGERNAUT

ICE AXE

CRITICAL FREEZE – On a critical hit, the model hit becomes stationary for one round. Models with Immunity: Cold do not become stationary.

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MARAUDER

RAM PISTONS

COMBO SMITE (★ATTACK) – Make a melee attack. On a hit, instead of making a normal damage roll, the target model is slammed d6″ directly away from this model and suffers a damage roll equal to the current STR of this model plus twice the current POW of this weapon. Collateral damage is equal to this model's current STR.

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BERSERKER

BERSERKER

AGGRESSIVE – This model can run or charge without spending focus or being forced.

CHAIN ATTACK: BRUTALITY – If this model hits the same model with both its initial melee attacks, after resolving the attacks it can immediately make a head-butt power attack against that model.

UNSTABLE – At the end of any activation in which this model spent 1 or more focus points, roll a d6. If the roll is equal to or less than the number of focus points spent, this model explodes. Models within 3″ of this model when it explodes suffer an unboostable POW 14 blast damage roll, and this model is removed from play.

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DEVASTATOR

DEVASTATOR

ARMORED SHELL – While one of its arm systems is crippled, this model's base ARM is 21; while both its arm systems are crippled, its base ARM is 17. If this model makes an attack, its base ARM is 17 until the start of its next activation. This model's arms cannot be locked.

BULLDOZE – When this model advances into B2B with an enemy model, that model is pushed up to 2″ directly away from this model. A model can be moved by Bulldoze only once per activation. Bulldoze has no effect when this model makes a trample power attack.

RAIN OF DEATH (★ATTACK) – Models B2B with this model suffer a POW 18 blast damage roll. Other models within 3″ of this model suffer a POW 9 blast damage roll. When this model charges, instead of making a charge attack it can make a Rain of Death attack. This model can spend focus points to make additional melee attacks after a Rain of Death attack. A Rain of Death attack does not need a target.

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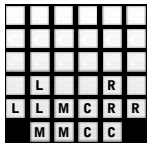
KODIAK
KHADOR HEAVY WARJACK

KODIAK	SPD	STR	MAT	RAT	DEF	ARM	CMD
	4	12	6	4	10	20	—

ARMORED FIST	POW	P+S
L	4	16

ARMORED FIST	POW	P+S
R	4	16

DAMAGE



SYSTEM STATUS L R M C

PC 9 | FA U

BEHEMOTH
KHADOR CHARACTER HEAVY WARJACK

BEHEMOTH	SPD	STR	MAT	RAT	DEF	ARM	CMD
	4	12	6	4	10	21	—

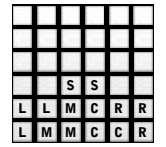
BOMBARD	RNG	ROF	AOE	POW
—	14	1	3	14

BOMBARD	RNG	ROF	AOE	POW
—	14	1	3	14

BLAST FIST	POW	P+S
L	0	12

BLAST FIST	POW	P+S
R	0	12

DAMAGE



SYSTEM STATUS L R M C S

PC 13 | FA C

SPRIGGAN
KHADOR HEAVY WARJACK

SPRIGGAN	SPD	STR	MAT	RAT	DEF	ARM	CMD
	4	12	6	4	10	19	—

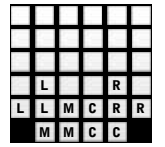
GRENADE LAUNCHER	RNG	ROF	AOE	POW
—	10	1	3	10

GRENADE LAUNCHER	RNG	ROF	AOE	POW
—	10	1	3	10

ASSAULT SHIELD	POW	P+S
L	2	14

WAR LANCE	POW	P+S
R	6	18

DAMAGE



SYSTEM STATUS L R M C

PC 10 | FA U

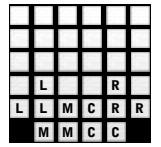
BEAST - 09
KHADOR CHARACTER HEAVY WARJACK

BEAST - 09	SPD	STR	MAT	RAT	DEF	ARM	CMD
	4	12	7	4	10	20	—

OPEN FIST	POW	P+S
L	3	15

ICE BREAKER	POW	P+S
R	7	19

DAMAGE



SYSTEM STATUS L R M C

PC 11 | FA C

KODIAK

KODIAK

CHAIN ATTACK: SPINE CRUSHER – If this model hits the same warjack or warbeast with both its initial melee attacks, after resolving the attacks it can immediately make an additional melee attack against that model. If the attack hits a warjack, the model hit suffers 1 damage point to the first available box of each system and is knocked down. If the attack hits a warbeast, the model hit suffers 1 damage point to every aspect and is knocked down.

HEAVY BOILER – This model can run without spending focus.

VENT STEAM (★ATTACK) – Center a 3″ AOE cloud effect on this model. Living models currently in the AOE are hit and suffer a POW 12 damage roll. This model can spend focus to make additional melee attacks after making this special attack. The AOE remains in play for one round.

ARMORED FIST

TRASH – Roll an additional damage die against knocked down targets.

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BEHEMOTH

BEHEMOTH

SUB CORTEX – This model has a Sub Cortex system that controls the operation of its bombards. The S boxes of this warjack's damage grid represent its Sub Cortex system. The Sub Cortex can be allocated up to 3 focus points in addition to normal focus allocations to this model. Focus points allocated to the Sub Cortex can be used only to boost ranged attack and ranged damage rolls. Focus points allocated to this model's primary Cortex cannot be used to boost ranged attack or ranged damage rolls. If the Sub Cortex is crippled, this model cannot make ranged attacks. Cortex damage effects do not affect the Sub Cortex. This model can make melee and ranged attacks in the same activation. This model can make ranged attacks even while in melee, but it cannot target a model engaging this model. This model suffers a –2 penalty to ranged attack rolls while engaged or during any activation it charges, or power attack slams or tramples.

BOMBARDS

ARCING FIRE – When attacking with this weapon, this model can ignore intervening models except those that would normally screen the target.

BLAST FISTS

ARMOR PIERCING – When calculating damage from this weapon, halve the base ARM stats of targets with medium or larger bases. This weapon gains a +2 bonus on damage rolls against models with small bases.

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SPRIGGAN

GRENADE LAUNCHERS

ARCING FIRE – When attacking with this weapon, this model can ignore intervening models except those that would normally screen the target.

TARGETING FLARE – Instead of making an attack with this weapon, you can place a 3″ AOE anywhere completely within 10″ of this model, with a center point in this model's LOS. Ignore intervening models when drawing LOS. While a model is within the AOE, it loses Camouflage and Stealth and models can ignore cloud effects when drawing LOS to it. The AOE lasts for one turn.

WAR LANCE

POWERFUL CHARGE – When making a charge attack with this weapon, gain +2 to attack rolls.

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BEAST - 09

BEAST - 09

AFFINITY (SORSCHA) – While Beast is in Sorscha's control area, it can reroll failed slam power attack and charge attack rolls. Attack rolls can be rerolled only once due to this affinity.

HYPER AGRESSIVE – When this model suffers damage from an enemy attack anytime other than its activation, after the attack has been resolved it can immediately make a full advance directly toward the attacking model.

IMPRINT: MURDEROUS – During its activation, this model can spend 1 focus point to gain an additional die on melee attack rolls against living enemy warrior models for one turn.

ICE BREAKER

CRITICAL FREEZE – On a critical hit, the model hit becomes stationary for one round. Models with Immunity: Cold do not become stationary.

THRESHER (★ATTACK) – When making a Thresher attack, this model makes one normal melee attack with this weapon. Compare the total rolled to the DEF of each model in this model's LOS and this weapon's melee range. If the attack roll equals or exceeds a model's DEF, that model is directly hit.

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DRAGO
KHADOR CHARACTER HEAVY WARJACK

DRAGO						
SPD	STR	MAT	RAT	DEF	ARM	CMD
4	11	6	3	11	18	—

EXECUTIONER AXE	
POW	P+S
6	17

L

EXECUTIONER AXE	
POW	P+S
6	17

R

DAMAGE
1 2 3 4 5 6

L L M C R R
M M C C

SYSTEM STATUS L R M C

PC 9 FA C

MANHUNTER
KHADOR SOLO

MANHUNTER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	8	8	4	14	14	9

AXE	
POW	P+S
3	11

DAMAGE

PC 2 FA 2

MAN-O-WAR KOVNIK
KHADOR SOLO

KOVNIK						
SPD	STR	MAT	RAT	DEF	ARM	CMD
4	9	8	6	11	18	9

AXE CANNON			
RNG	ROF	AOE	POW
8	1	—	14

AXE	
POW	P+S
6	15

DAMAGE

PC 3 FA 2

KOVNIK JOZEF GRIGOROVICH
KHADOR WINTER GUARD CHARACTER SOLO

GRIGOROVICH						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	8	7	6	12	14	9

HAND CANNON			
RNG	ROF	AOE	POW
12	1	—	12

SABER	
POW	P+S
4	12

DAMAGE

PC 3 FA C

DRAGO

DRAGO

AGGRESSIVE – This model can run or charge without spending focus or being forced.

AFFINITY (VLADIMIR) – While Drago is in Vladimir's control area, you can choose not to make Unstable rolls for Drago. When Drago is in Vladimir's control area and makes an attack, roll one additional die on attack and damage rolls. Discard the lowest die in each roll.

CHAIN ATTACK: BLOODBATH – If this model hits the same target with both its initial melee attacks, after resolving the attacks it can immediately make an additional melee attack. Compare the total rolled for the additional attack to the DEF of each model engaged by the attacking model in its melee range. If the attack roll equals or exceeds a model's DEF, that model is directly hit by one of this model's melee weapons.

IMPRINT: RUN RIOT – During its activation, this model can spend 1 focus point to use Run Riot. After resolving an attack in which this model destroyed one or more enemy models with a normal melee attack and there are no enemy models remaining within this model's melee range, it can advance up to 1″.

UNSTABLE – At the end of any activation in which this model spent 1 or more focus points, roll a d6. If the roll is equal to or less than the number of focus points spent, this model explodes. Models within 3″ of this model when it explodes suffer an unboostable POW 14 blast damage roll, and this model is removed from play.

EXECUTIONER AXES

CRITICAL SYSTEM FAILURE – On a critical hit, each warjack arm and weapon system that suffers damage from this attack is crippled.

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MANHUNTER

MANHUNTER

CAMOUFLAGE — This model gains an additional +2 DEF when benefiting from concealment or cover.

WEAPON MASTER [Axe] – When attacking with the listed weapon, this model rolls an additional die on its damage rolls.

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MAN-O-WAR KOVNIK

KOVNIK

DRIVE: BOOSTED ATTACK – This model can attempt to Drive each warjack under its control in its command range. To Drive a warjack, this model must make a command check at any time during its activation. If the check succeeds, the attack rolls for the warjack's initial attacks are boosted during that activation. If the check fails, the warjack does not benefit from 'Jack Marshal this turn.

FIELD OFFICER – If this model is included in an army, you can include one additional Man-O-War Shocktrooper or Man-O-War Demolition Corps unit over their FA.

POWER ATTACK SLAM – This model can perform slam power attacks.

WEAPON MASTER [Axe] – When attacking with the listed weapon, this model rolls an additional die on its damage rolls.

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KOVNIK JOZEF GRIGOROVICH

GRIGOROVICH

PATRIOTIC SPEECHES – Any time during its activation, this model can make one of the following speeches. When this model makes a speech, select a friendly Winter Guard unit. If the selected unit is not within 3″ of this model, nothing happens. If the unit is within 3″ of this model, it is affected by the speech.

- **BEAR'S STRENGTH** – Affected models gain +2 STR and MAT for one turn.
- **COURAGE OF THE FOREFATHERS** – Affected models gain Fearless and Tough for one round.
- **FOR THE MOTHERLAND** – Affected models can make one additional ranged or melee attack this activation regardless of their ranged weapons' ROF.

TRUE PATRIOTISM – When this model is directly hit by an enemy ranged attack, you can have a friendly Winter Guard model within 3″ of this model be hit instead. That model is automatically hit and suffers full damage and effects.

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MAN-O-WAR DRAKHUN
KHADOR DRAGOON SOLO

DRAKHUN						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7/4	9	8	6	11	19/17	9

SHIELD CANNON				
	RNG	ROF	AOE	POW
	6	1	—	14

ANNIHILATOR BLADE		
	POW	P+S
	5	14

MOUNT	
	POW
	14

MOUNTED DAMAGE

DISMOUNTED DAMAGE

PC		FA
Drakhun	4	1
Drakhun with dismount	6	

FENRIS
KHADOR DOOM REAVER DRAGOON CHARACTER SOLO

FENRIS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
8/6	7	8	4	13	16/14	8

FELLBLADE		
	POW	P+S
	6	13

MOUNT	
	POW
	12

MOUNTED DAMAGE

DISMOUNTED DAMAGE

PC	FA
5	C

KOLDUN LORD
KHADOR GREYLORD SOLO

KOLDUN LORD						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	6	4	13	13	9

RUNE AXE		
	POW	P+S
	5	10

DAMAGE

PC	FA
2	1

KOVNIK MARKOV
KHADOR IRON FANG UHLAN CAVALRY CHARACTER SOLO

MARKOV						
SPD	STR	MAT	RAT	DEF	ARM	CMD
8	6	8	4	13	18	9

CONCUSSION LANCE		
	POW	P+S
	10	16

SHORT SPEAR		
	POW	P+S
	4	10

MOUNT	
	POW
	12

DAMAGE

PC	FA
4	C

MAN-O-WAR DRAKHUN

DRAKHUN

COUNTER CHARGE – When an enemy model advances and ends its movement within 6″ of and in LOS of this model, this model can immediately charge it. If this model makes a counter charge, it cannot make another until after your next turn. This model cannot make a counter charge while engaged.

DRAGOON – While mounted, this model has base SPD 7 and base ARM 19. While dismounted, it has base SPD 4, has base ARM 17, and loses Counter Charge and Steady.

STEADY – This model cannot be knocked down.

WEAPON MASTER [Annihilator Blade] – When attacking with the listed weapon, this model rolls an additional die on its damage rolls.

MOUNT

CRITICAL KNOCKDOWN – On a critical hit, the model hit is knocked down.

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FENRIS

FENRIS

BERSERK – When this model destroys one or more models with a melee attack during its activation, after the attack is resolved it must immediately make one additional melee attack against another model in its melee range.

LEADERSHIP: SILENCE – While in this model's command range, friendly Doom Reaver models do not have to make attacks gained from Berserk.

DRAGOON – While mounted, this model has base SPD 8 and base ARM 16. While dismounted, it has base SPD 6 and base ARM 14.

SPELL WARD – This model cannot be targeted by spells.

WEAPON MASTER [Fellblade] – When attacking with the listed weapon, this model rolls an additional die on its damage rolls.

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KOLDUN LORD

KOLDUN LORD

IRON WALL – This model gains +2 ARM for each warjack it controls B2B with it. When this model is directly hit by an enemy ranged or magic attack, you can choose to have one of those warjacks become the target and automatically be hit by the attack instead.

MAGIC ABILITY [8]

- **FROST BITE (★ATTACK)** – Frost Bite is a magic spray attack. Models hit suffer a POW 12 cold damage roll.
- **ICE CAGE (★ATTACK)** – Ice Cage is a RNG 10 magic attack. A model without Immunity: Cold that is hit suffers a cumulative –2 DEF for one turn. When a model without Immunity: Cold is hit with three or more Ice Cage attacks in the same turn, it becomes stationary for one round.
- **POWER BOOSTER (★ACTION)** – Select a friendly Faction warjack. If it is not within 5″ of this model, nothing happens. If it is within 5″ and has no focus points, the warjack gains 1 focus point. If the warjack is Disrupted, it is no longer Disrupted.

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KOVNIK MARKOV

MARKOV

ELITE CADRE (IRON FANG UHLANS) – Friendly Iron Fang Uhlan units gain Practiced Maneuvers. (A model with Practiced Maneuvers can ignore other models in its unit when drawing LOS and can advance through other models in its unit if it has enough movement to move completely past their bases.)

PRECISION STRIKE – When this model damages a warjack or warbeast with a melee attack, you choose which column or branch suffers the damage.

CONCUSSION LANCE

BLAST – Center a 4″ AOE on a model directly hit by this attack. Models in the AOE are hit and suffer a POW 10 blast damage roll. On a critical hit, models in the AOE are knocked down. This model is not affected by Blast.

LANCE – This weapon can be used only to make charge attacks. When this model charges, this weapon gains reach until its charge is resolved.

SHORT SPEAR

CLOSE COMBAT – This model cannot make an initial attack with this weapon during an activation it charged at least 3″.

MOUNT

CRITICAL KNOCKDOWN – On a critical hit, the model hit is knocked dow

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WAR DOG
KHADOR SOLO

WAR DOG	SPD	STR	MAT	RAT	DEF	ARM	CMD
	7	7	6	1	13	14	6

BITE	POW	P+S
	4	11

DAMAGE

PC 1 | FA 1

YURI THE AXE
KHADOR MANHUNTER CHARACTER SOLO

YURI	SPD	STR	MAT	RAT	DEF	ARM	CMD
	6	8	8	4	14	14	9

GREAT AXE	POW	P+S
	5	13

DAMAGE

PC 3 | FA C

BATTLE MECHANIKS
KHADOR UNIT

LEADER & GRUNTS	SPD	STR	MAT	RAT	DEF	ARM	CMD
	5	6	5	4	13	10	8

MONKEY WRENCH	POW	P+S
	2	8

PC Leader and 3 Grunts 1
Leader and 5 Grunts 2

FA 3

DOOM REAVERS
KHADOR UNIT

LEADER & GRUNTS	SPD	STR	MAT	RAT	DEF	ARM	CMD
	6	7	7	4	13	14	7

FELLBLADE	POW	P+S
	6	13

PC Leader and 5 Grunts 6

FA 2

WAR DOG

WAR DOG

ATTACHED – Before the start of the game, attach this model to a friendly faction warcaster for the rest of the game. Each warcaster can have only one model assigned to it.

COUNTER CHARGE – When an enemy model advances and ends its movement within 6″ of and in LOS of this model, this model can immediately charge it. If this model makes a counter charge, it cannot make another until after your next turn. This model cannot make a counter charge while engaged.

GUARD DOG – While this model is within 3″ of its warcaster and is not stationary, its warcaster cannot be targeted by free strikes and gains +2 DEF against melee attack rolls, and models attacking the warcaster do not gain back strike bonuses.

RETURN – Immediately after resolving a charge attack, this model can make a full advance toward its warcaster. This model cannot be targeted by free strikes during this movement.

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YURI THE AXE

YURI

CAMOUFLAGE — This model gains an additional +2 DEF when benefiting from concealment or cover.

ELITE CADRE (KOSSITE WOODSMEN AND MANHUNTERS) – Kossite Woodsmen and Manhunters in an army with this model gain Tree Walker.

TREE WALKER – This model's LOS cannot be blocked by forests. While in a forest, this model gains +2 DEF against melee attack rolls and can advance through obstructions and other models if it has enough movement to move completely past the obstruction or the models' bases.

WEAPON MASTER [Great Axe] – When attacking with the listed weapon, this model rolls an additional die on its damage rolls.

GREAT AXE

THRESHER (★ATTACK) – When making a Thresher attack, this model makes one normal melee attack with this weapon. Compare the total rolled to the DEF of each model in this model's LOS and this weapon's melee range. If the attack roll equals or exceeds a model's DEF, that model is directly hit.

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BATTLE MECHANIKS

LEADER & GRUNTS

REPAIR [7] (★ACTION) – This model can attempt repairs on any damaged friendly Faction warjack. To attempt repairs, this model must be B2B with the damaged warjack and make a skill check. If successful, remove d6 damage points from the warjack's damage grid.

ASSIST REPAIR (★ACTION) – This model can make this special action only when B2B with a Friendly faction warjack. When this model uses this ability, select another model in its unit with the Repair ability also B2B with that warjack. The selected model gains a cumulative +1 to its Repair skill on its next Repair skill check to repair that warjack this activation. If the Repair check is successful, remove 1 additional damage point from the warjack for each model that made an Assist Repair special action.

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DOOM REAVERS

LEADER & GRUNTS

BERSERK – When this model destroys one or more models with a melee attack during its activation, after the attack is resolved it must immediately make one additional melee attack against another model in its melee range.

SPELL WARD – This model cannot be targeted by spells.

WEAPON MASTER [Fellblade] – When attacking with the listed weapon, this model rolls an additional die on its damage rolls.

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IRON FANG PIKEMEN
KHADOR UNIT

LEADER & GRUNTS	SPD	STR	MAT	RAT	DEF	ARM	CMD
	6	6	6	4	13	14	9

BLASTING PIKE	POW	P+S
	7	13

PC		
	Leader and 5 Grunts	5
	Leader and 9 Grunts	8

FA 2

IRON FANG PIKEMEN OFFICER & STANDARD
KHADOR UNIT ATTACHMENT

OFFICER	SPD	STR	MAT	RAT	DEF	ARM	COM
	6	6	7	4	13	14	10

BLASTING PIKE	POW	P+S
	7	13

STANDARD BEARER	SPD	STR	MAT	RAT	DEF	ARM	COM
	6	6	6	4	13	14	9

OFFICER'S DAMAGE

PC 2

FA 1

MAN-O-WAR SHOCKTROOPERS
KHADOR UNIT

LEADER & GRUNTS	SPD	STR	MAT	RAT	DEF	ARM	CMD
	4	9	7	5	11	17	9

SHIELD CANNON	RNG	ROF	AOE	POW
	6	1	—	14

ANNIHILATOR BLADE	POW	P+S
	5	14

MODEL A'S DAMAGE

MODEL B'S DAMAGE

MODEL C'S DAMAGE

MODEL D'S DAMAGE

MODEL E'S DAMAGE

PC		
	Leader and 2 Grunts	6
	Leader and 4 Grunts	9

FA 2

WIDOWMAKERS
KHADOR UNIT

LEADER & GRUNTS	SPD	STR	MAT	RAT	DEF	ARM	CMD
	6	5	4	7	14	11	8

HUNTING RIFLE	RNG	ROF	AOE	POW
	14	1	—	10

SWORD	POW	P+S
	3	8

PC		
	Leader and 3 Grunts	4

FA 1

IRON FANG PIKEMEN

LEADER & GRUNTS

SHIELD WALL (ORDER) – For one round, each affected model gains a +4 ARM bonus while B2B with another affected model in its unit. This bonus does not apply to damage originating in the model's back arc. Models in this unit can begin the game affected by Shield Wall.

BLASTING PIKE

CRITICAL KNOCKDOWN – On a critical hit, the model hit is knocked down.

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IRON FANG PIKEMEN OFFICER & STANDARD

OFFICER

DEFENSIVE FORMATION – Once per game during its unit's activation, this model can use Defensive Formation. This activation, after models in this unit complete their combat actions, models other than this one can make a full advance, any previous orders this unit was issued expire, and this unit is affected by the Shield Wall order.

FURIOUS CHARGE (ORDER) – Affected models must run or charge. Charging models gain +2″ movement.

BLASTING PIKE

CRITICAL KNOCKDOWN – On a critical hit, the model hit is knocked down.

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MAN-O-WAR SHOCKTROOPERS

LEADER & GRUNTS

SHIELD WALL (ORDER) – For one round, each affected model gains a +4 ARM bonus while B2B with another affected model in its unit. This bonus does not apply to damage originating in the model's back arc. Models in this unit can begin the game affected by Shield Wall.

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WIDOWMAKERS

LEADER & GRUNTS

CAMOUFLAGE — This model gains an additional +2 DEF when benefiting from concealment or cover.

SNIPER – When damaging a warjack or warbeast, with a ranged attack, you choose which column or branch suffers damage. Instead of rolling damage on a ranged attack, this model can inflict 1 damage point. A model that participates in a combined ranged attack loses Sniper until the attack is resolved.

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WINTER GUARD INFANTRY
KHADOR UNIT

LEADER & GRUNTS							
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	5	5	12	13	8

BLUNDERBUSS				
RNG	ROF	AOE	POW
8	1	–	12

AXE	
POW	P+S
3	8

PC		FA
Leader and 5 Grunts	4	3
Leader and 9 Grunts	6	

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WINTER GUARD INF. OFFICER & STANDARD
KHADOR UNIT ATTACHMENT

OFFICER							
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	7	6	12	13	9

BLUNDERBUSS				
RNG	ROF	AOE	POW
8	1	–	12

AXE	
POW	P+S
3	8

STANDARD BEARER							
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	5	5	12	13	8

OFFICER'S DAMAGE

BLUNDERBUSS				
RNG	ROF	AOE	POW
8	1	–	12

AXE	
POW	P+S
3	8

PC	FA
2	1

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WINTER GUARD INFANTRY ROCKETEER
KHADOR WEAPON ATTACHMENT

ROCKETEER							
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	5	5	12	13	8

ROCKET				
RNG	ROF	AOE	POW
14	1	3	12

BLUNDERBUSS				
RNG	ROF	AOE	POW
8	1	–	12

AXE	
POW	P+S
3	8

PC		FA
1 Rocketeer	1	2
Up to 2 additional Rocketeers	1 ea	

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GREYLORD TERNION
KHADOR UNIT

LEADER & GRUNTS							
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	5	4	13	13	9

RUNE AXE	
POW	P+S
5	10

PC		FA
Leader and 2 Grunts	4	3

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WINTER GUARD INFANTRY

WINTER GUARD INFANTRY OFFICER & STANDARD

OFFICER

BOB AND WEAVE (ORDER) – Affected models must make full advances during their normal movement this activation and gain +2 DEF for one round. A model that cannot make a full advance does not gain this bonus.

TACTICS: COMBINED MELEE ATTACK – Models in this unit gain Combined Melee Attack.

STANDARD BEARER

GRAPE SHOT – While this model is in formation, models in this unit can make a Grape Shot special attack. A Grape Shot special attack is a ranged attack with RNG SP, AOE -, and POW 10. When making a Grape Shot attack, models cannot participate in combined ranged attacks.

WINTER GUARD INFANTRY ROCKETEER

ROCKETEER

TAKE UP – If this model is destroyed or removed from play, a grunt in its unit within 1″ of this model can take its place. Remove the grunt from the table instead of this model. Effects on this model expire. Effects on the removed grunt are applied to this model.

ROCKET

BRUTAL SHOT – Roll an additional die on the damage roll against a model directly hit.

CUMBERSOME – If this model attacks with this weapon during its activation, it cannot attack with another weapon this activation.

SUPPORT WEAPON – When attacking with this weapon, this model cannot participate in a combined ranged attack.

GREYLORD TERNION

LEADER & GRUNTS

MAGIC ABILITY [7].

- **BLIZZARD (★ACTION)** – Select a friendly Faction model. If it is not within 5″ of this model, nothing happens. If it is within 5″, center a 3″ AOE cloud effect on the model selected. The AOE remains centered on the model for one round. If the model selected is destroyed or removed from play, the AOE immediately leaves play.
- **FROST BITE (★ATTACK)** – Frost Bite is a magic spray attack. Models hit suffer a POW 12 cold damage roll.
- **ICE CAGE (★ATTACK)** – Ice Cage is a RNG 10 magic attack. A model without Immunity: Cold that is hit suffers a cumulative –2 DEF for one turn. When a model without Immunity: Cold is hit with three or more Ice Cage attacks in the same turn, it becomes stationary for one round.

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KOSSITE WOODSMEN
KHADOR UNIT

LEADER & GRUNTS	SPD	STR	MAT	RAT	DEF	ARM	CMD
	6	5	4	3	12	10	7

RANGED ATTACK	RNG	ROF	AOE	POW
	10	1	—	10

HAND WEAPON	POW	P+S
	3	8

PC		
	Leader and 5 Grunts	4
	Leader and 9 Grunts	6

FA 2

WINTER GUARD MORTAR CREW
KHADOR WEAPON CREW UNIT

LEADER & GRUNTS	SPD	STR	MAT	RAT	DEF	ARM	CMD
	4	5	5	5	12	13	8

MORTAR	RNG	ROF	AOE	POW
	20	1	4	16

BLUNDERBUSS	RNG	ROF	AOE	POW
	8	1	—	12

AXE	POW	P+S
	3	8

PC		
	Leader and Grunt	3

FA 2

ASSAULT KOMMANDOS
KHADOR UNIT

LEADER & GRUNTS	SPD	STR	MAT	RAT	DEF	ARM	CMD
	6	6	6	5	12	14	9

CARBINE	RNG	ROF	AOE	POW
	10	1	—	10

GAS GRENADE LAUNCHER	RNG	ROF	AOE	POW
	10	1	3	—

COMBAT SHIELD	POW	P+S
	2	8

GUN BLADE	POW	P+S
	3	9

PC		
	Leader and 5 Grunts	5
	Leader and 9 Grunts	8

FA 2

IRON FANG UHLANS
KHADOR CAVALRY UNIT

LEADER & GRUNTS	SPD	STR	MAT	RAT	DEF	ARM	CMD
	8	6	6	4	13	17	9

BLASTING LANCE	POW	P+S
	10	16

SHORT SPEAR	POW	P+S
	4	10

MOUNT	POW
	12

MODEL A'S DAMAGE

MODEL B'S DAMAGE

MODEL C'S DAMAGE

MODEL D'S DAMAGE

MODEL E'S DAMAGE

PC		
	Leader and 2 Grunts	7
	Leader and 4 Grunts	11

FA 1

KOSSITE WOODSMEN

LEADER & GRUNTS

AMBUSH – You can put this model/unit into play during any of your Control Phases after your first turn. When you do, choose any table edge except the back of your opponent's deployment zone. Place the models in formation within 3″ of the chosen table edge. They gain a +2 bonus to attack rolls the turn they are put into play but cannot gain the aiming bonus.

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WINTER GUARD MORTAR CREW

LEADER & GRUNT

NON-STANDARDIZED WEAPONS – The leader is armed with a Mortar, Blunderbuss, and Axe. The grunt is armed with a Blunderbuss and Axe.

MORTAR

ARCING FIRE – When attacking with this weapon, this model can ignore intervening models except those that would normally screen the target.

INACCURATE – This model suffers -4 on attack rolls with this weapon.

LIGHT ARTILLERY – This weapon cannot be used to make ranged attacks during activations this model moves. This model cannot gain an aiming bonus when attacking with this weapon and cannot charge. If this model attacks with this weapon during its activation, it cannot attack with any other weapons that activation.

MINIMUM RANGE – Attacks made with this weapon cannot target any model within 8″ of it.

RANGE FINDER – While B2B with one or more grunts in this unit, the leader gains +2 to attack rolls with this weapon.

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ASSAULT KOMMANDOS

LEADER & GRUNTS

ALCHEMICAL MASK – This model ignores gas effects. When determining LOS or resolving attacks, this model ignores cloud effects.

ASSAULT & BATTERY (ORDER) – Before their normal movement, affected models can make one ranged attack, after which they must charge or run. The ranged attack is made before declaring a charge target.

SHIELD WALL (ORDER) – For one round, each affected model gains a +4 ARM bonus while B2B with another affected model in its unit. This bonus does not apply to damage originating in the model's back arc. Models in this unit can begin the game affected by Shield Wall.

GAS GRENADE LAUNCHER

STRANGLE GAS – If the attack misses, nothing happens. If it hits, center a 3″ AOE gas effect on the model hit. The AOE remains in play for one round. While in the AOE, living models suffer –2 DEF and –2 to attack rolls.

CUMBERSOME – If this model attacks with this weapon during its activation, it cannot attack with another weapon this activation.

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IRON FANG UHLANS

LEADER & GRUNTS

DEFENSIVE LINE – While this model is B2B with one or more models in this unit, it gains +2 ARM.

BLASTING LANCE

CRITICAL KNOCKDOWN – On a critical hit, the model hit is knocked down.

LANCE – This weapon can be used only to make charge attacks. When this model charges, this weapon gains reach until its charge is resolved.

SHORT SPEAR

CLOSE COMBAT – This model cannot make an initial attack with this weapon during an activation it charged at least 3″.

MOUNT

CRITICAL KNOCKDOWN – See above.

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MAN-O-WAR DEMOLITION CORPS
KHADOR UNIT

LEADER & GRUNTS	SPD	STR	MAT	RAT	DEF	ARM	CMD
	4	9	7	5	11	16	9

ICE MAUL	POW	P+S
	5	14

MODEL A'S DAMAGE
MODEL B'S DAMAGE
MODEL C'S DAMAGE
MODEL D'S DAMAGE
MODEL E'S DAMAGE

PC Leader and 2 Grunts 6
Leader and 4 Grunts 9

FA 2

WINTER GUARD FIELD GUN CREW
KHADOR WEAPON CREW UNIT

LEADER & GRUNTS	SPD	STR	MAT	RAT	DEF	ARM	CMD
	4	5	5	5	12	13	8

FIELD GUN	RNG	ROF	AOE	POW
	16	1	—	14

BLUNDERBUSS	RNG	ROF	AOE	POW
	8	1	—	12

AXE	POW	P+S
	3	8

PC Leader and 2 Grunts 2

FA 2

GREAT BEARS OF GALLOWSWOOD
KHADOR IRON FANG CHARACTER UNIT

VOLKOV	SPD	STR	MAT	RAT	DEF	ARM	CMD
	6	7	8	4	13	14	9

GREAT AXE	POW	P+S
	5	12

KOLSK & YAROVICH	SPD	STR	MAT	RAT	DEF	ARM	CMD
	6	7	8	4	13	14	9

GREAT AXE	POW	P+S
	5	12

VOLKOV'S DAMAGE
KOLSK'S DAMAGE
YAROVICH'S DAMAGE

PC Volkov, Kolsk, and Yarovich 5

FA C

KAYAZAY ASSASSINS
KHADOR ALLY UNIT

LEADER & GRUNTS	SPD	STR	MAT	RAT	DEF	ARM	CMD
	6	6	7	4	14	11	8

ASSASSIN BLADE	POW	P+S
	4	10

PC Leader and 5 Grunts 5
Leader and 9 Grunts 8

FA 2

MAN-O-WAR DEMOLITION CORPS

ICE MAUL

BACK SWING (★ATTACK) – Make two attacks with this weapon.

ICE BREAKER (★ATTACK) – Make a melee attack with this weapon. Roll an additional die on the damage roll.

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WINTER GUARD FIELD GUN CREW

LEADER & GRUNTS

NON-STANDARDIZED WEAPONS – The leader is armed with a Field Gun, Blunderbuss, and Axe. The grunts are armed with Blunderbusses and Axes.

FIELD GUN

CRITICAL KNOCKDOWN – On a critical hit, the model hit is knocked down.

LIGHT ARTILLERY – This weapon cannot be used to make ranged attacks during activations this model moves. This model cannot gain an aiming bonus when attacking with this weapon and cannot charge. If this model attacks with this weapon during its activation, it cannot attack with any other weapons that activation.

RANGE FINDER – While B2B with one or more grunts, the leader gains +2 to attack rolls with this weapon.

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GREAT BEARS OF GALLOWSWOOD

VOLKOV

DEFENSIVE LINE – While this model is B2B with one or more models in this unit, it gains +2 ARM.

FURIOUS CHARGE (ORDER) – Affected models must run or charge. Charging models gain +2″ movement

PRECISION STRIKE – When this model damages a warjack or warbeast with a melee attack, you choose which column or branch suffers the damage.

WEAPON MASTER [Great Axe] – When attacking with the listed weapon, this model rolls an additional die on its damage rolls.

KOLSK

DEFENSIVE LINE – See above.

GRANTED: STEADY – While this model is in play, models in its unit gain Steady. (Models with Steady cannot be knocked down.)

PRECISION STRIKE – See above.

WEAPON MASTER [Great Axe] – See above.

YAROVICH

DEFENSIVE LINE – See above.

GRANTED: CIRCULAR VISION – While this model is in play, models in this unit gain Circular Vision. A model with Circular Vision has no back arc, and its front arc extends 360°.

PRECISION STRIKE – See above.

WEAPON MASTER [Great Axe] – See above.

GREAT AXE

BACK SWING (★ATTACK) – Make two attacks with this weapon.

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KAYAZAY ASSASSINS

LEADER & GRUNTS

BACKSTAB – This model rolls an additional die on its back strike damage rolls.

GANG – When making a melee attack targeting an enemy model in melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

PARRY – This model cannot be targeted by free strikes.

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KAYAZAY ASSASSIN UNDERBOSS

KHADOR ALLY UNIT ATTACHMENT

UNDERBOSS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	8	4	14	11	9

ASSASSIN BLADE		
	POW	P+S
	4	10

DAMAGE

PC 2

FA 1

KAYAZAY ASSASSIN UNDERBOSS

UNDERBOSS

BACKSTAB – This model rolls an additional die on its back strike damage rolls.

GANG – When making a melee attack targeting an enemy model in melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

KILL STROKE – Once per game during this unit's activation, this model can use Kill Stroke. This activation, models in this unit currently in formation can advance through other models if they have enough movement to move completely past those models' bases, ignore intervening models when declaring a charge, and cannot be targeted by free strikes.

PARRY – This model cannot be targeted by free strikes.

TACTICS: DUELIST – Models in this unit gain +2 DEF against melee attack rolls.

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