



Kapitan Ekaterina Baranova
Khador Winter Korps Warcaster

Field Allowance: 1/C

HEALTH

♥ 16



Baranova

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
6	7	6	6	15	15	7	14

30

Long Shadows, Field Marshal [Arc Node]

Long Shadows - When one or more living enemy models are destroyed by an arcane attack while in this model's control range, this model gains one focus or fury point.

Field Marshal [Arc Node] - Warjacks in this model's battlegroup gain Arc Node.

FEAT

Storm of Ages

Enemy models/units activating in Baranova's control range suffer -2 SPD, cannot charge, and cannot make slam or trample power attacks. When a friendly model in Baranova's control range is targeted by a ranged or arcane attack, the attack suffers -4 RNG. Storm of Ages lasts for one round.

WEAPONS

Blade Pistol



RAT	RNG	ROF	AOE	POW
6	8	1	-	10

Doomsayer



MAT	RNG	POW
6	1	12

Dispel

Dispel - When this weapon hits a model/unit, upkeep spells and animi on that model/unit immediately expire.

Blade



MAT	RNG	POW
6	1	10

SPELLS - RACK SLOTS: 3

	AAT	COST	RNG	AOE	POW	DUR	OFF
Banishing Ward	7	2	6	-	-	Up	No

Banishing Ward - Enemy upkeep spells and animi on target friendly model/unit expire. Affected models cannot be targeted by enemy spells or animi.

	AAT	COST	RNG	AOE	POW	DUR	OFF
Gallows	7	3	10	-	13	-	Yes

Gallows - When an enemy model is hit by this attack, it can be pushed d6" directly toward Gallows' point of origin.

	AAT	COST	RNG	AOE	POW	DUR	OFF
Invocations of Wrath	7	3	Self	Ctrl	-	Turn	No

Invocations of Wrath - While in the spellcaster's control range, friendly Faction models gain an additional die on attack rolls. Discard the lowest die in each roll. Invocations of Wrath lasts for one turn.

	AAT	COST	RNG	AOE	POW	DUR	OFF
Puissance	7	2	6	-	-	Up	No


Puissance - Target friendly model gains +2 to its melee damage rolls and its melee weapons gain Beat Back. (Immediately after a basic attack with a weapon with Beat Back is resolved during this model's Combat Action, the enemy model hit can be pushed 1" directly away from the attacking model. After the enemy model is pushed, the attacking model can advance up to 1" directly toward it".)

	AAT	COST	RNG	AOE	POW	DUR	OFF
Superiority	7	2	6	-	-	Up	No

Superiority - Target friendly Faction warjack gains +2 SPD, MAT, and DEF and cannot become knocked down.

	AAT	COST	RNG	AOE	POW	DUR	OFF
Tempest	7	4	8	3	12/12	-	Yes

Tempest - On a direct hit, models hit become knocked down.




Kapitan Ilari Borisyuk
Khador Scout Winter Korps Warcaster

Field Allowance: 1/C

HEALTH

♥ 16

									♥

BORISYUK 30 

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
7	6	6	8	16	14	6	12

Field Marshal [Pathfinder], Prowl, Reposition [3"]

Field Marshal [Pathfinder] - Cohort models in this model's battlegroup gain Pathfinder.



Prowl - While this model has concealment, it gains Stealth.

Reposition [3"] - At the end of this model/unit's activation in which it did not run or fail a charge, this model can advance up to 3", then its activation ends.

SPELLS - RACK SLOTS: 2

	AAT	COST	RNG	AOE	POW	DUR	OFF
 Dark Unraveling	6	2	Self	Ctrl	-	Turn	No
Dark Unraveling - While in the spellcaster's control range, the weapons of models in its battlegroup gain Blessed and Damage Type: Magical. Dark Unraveling lasts for one turn.							
 Fog of War	6	3	Self	Ctrl	-	Up	No
Fog of War - Models gain concealment while in the spellcaster's control range.							
 Superiority	6	2	6	-	-	Up	No
Superiority - Target friendly Faction warjack gains +2 SPD, MAT, and DEF and cannot become knocked down.							
 Unnatural Darkness	6	2	8	-	-	Rnd	No
Unnatural Darkness - Center a cloud effect template on target friendly model. The cloud effect remains in play for one round.							

WEAPONS

Shadow of Death  


RAT	RNG	ROF	AOE	POW
8	14	1	-	10

Attack Type, Critical Armor-Piercing, Flare, Grievous Wound
Reload [1]

Attack Type - Each time this weapon is used to make an attack, choose one of the following special rules:

- Critical Armor-Piercing** - On a critical hit, when calculating damage from this weapon, halve the base ARM stats of the model hit.
- Flare** - On a direct hit, models hit by this attack lose Stealth and suffer -2 DEF for one turn.
- Grievous Wounds** - A model hit by this weapon loses Tough and cannot have damage removed from it for one round.

Reload [1] - This model can spend 1 focus or fury point to make one additional ranged attack with this weapon during its Combat Action.

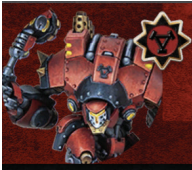
Blade 

MAT	RNG	POW
6	1	10

FEAT

Howl of the Wolf

When a model in Borisyuk's battlegroup destroys one or more enemy models with an attack while in his control range, one other model in Borisyuk's battlegroup can immediately advance up to 2" and make one basic attack. Howl of the Wolf attack rolls are boosted. A model can only advance and attack as a result of Howl of the Wolf once per game. Howl of the Wolf lasts for one turn.



Dire Wolf
Khador Winter Korps Heavy Warjack

Field Allowance: 1/4 Point Cost: 12

HEALTH

30

C H L M R

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

Dire Wolf



SPD 5 MAT 6 RAT 5 DEF 11 ARM 19

Anchor, Shield Guard

Anchor - Friendly warrior models cannot be knocked down while B2B with this model.

Shield Guard - When a friendly model is directly hit by a non-spray ranged attack while within 3" of a model with Shield Guard, you can choose to have the model with Shield Guard be directly hit instead. That model is automatically hit and suffers all damage and effects. A model can use Shield Guard only once per round and cannot use Shield Guard if it is incorporeal, knocked down, or stationary. Shield Guard can only be used once per attack.

WEAPONS

Bombard



RAT 5 RNG 12 ROF 1 AOE 2 POW 14/8

Arcing Fire

Arcing Fire - When attacking with this weapon, this model can ignore intervening models.

Flamethrower




RAT 5 RNG Sp 8 ROF 1 AOE - POW 12

Open Fist



MAT 6 RNG 1 POW 14









Great Bear
Khador Winter Korps Heavy Warjack

Field Allowance: 1/4 Point Cost: 13

HEALTH

▼ ♥34 **C H L M R**

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

Great Bear 50      

SPD MAT RAT DEF ARM
4 7 5 10 20


▼ **Bulldoze, Aggressive, Heavy Boiler**

Bulldoze - When this model is B2B with an enemy model during its Normal Movement, it can push that model up to 2" directly away from it. A model can be pushed by Bulldoze only once per turn. Bulldoze has no effect when this model makes a trample power attack.

Aggressive - This model can run or charge without spending a focus point.

Heavy Boiler - This model gains +2 SPD when running.



WEAPONS

Grinder  **R**

RAT	RNG	ROF	AOE	POW
5	10	2d3	-	12

▼ **Volume Fire**

Volume Fire - Gain +1 to attack and damage rolls with this weapon against medium-based models and +2 to attack and damage rolls against larger-based models.

Blasting Fist  **L** 

MAT	RNG	POW
7	1	17

▼ **Critical Knockdown**

Critical Knockdown - On a critical hit, the model hit becomes knocked down.