

# LOAD KOZLOV, VISCOUNT OF SCARSGARD

KHADOR WARCASTER

2016 v1

## KOZLOV 1

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	7	5	15	17	9



## GREAT AXE

RNG	POW	P+S
2	5	12



FOCUS

6



DAMAGE

WJ  
+28

FA  
C



## LOAD KOZLOV, VISCOUNT OF SCARSGRAD

### KOZLOV 1

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

**SIDE STEP** – When this model hits an enemy model with an initial melee attack or a melee special attack, it can advance up to 2" after the attack is resolved.



## LOAD KOZLOV, VISCOUNT OF SCARSGRAD

### FEAT: ONRUSH

*As viscount of Scarsgrad, Lord Kozlov has the responsibility of protecting his people. He has a special bond with the soldiers he leads, able to inspire singular acts of courage and valor. At his command both men and machines swiftly cross the battlefield and close with the enemy, shrugging off incoming blows.*

Friendly Faction models currently in Kozlov's control range gain +2 SPD and Unyielding for one round. (While engaging an enemy model, a model with Unyielding gains +2 ARM.)



# LOAD KOZLOV, VISCOUNT OF SCARSGRAD

2016 V1

SPELLS	COST	RNG	AOE	POW	DUR	OFF
<b>AVALANCHE</b> On a critical hit, models hit by this attack become knocked down.	3	8	4	14	-	YES
<b>CHOSEN GROUND</b> While in the spellcaster's control range, models in its battlegroup gain Pathfinder (☞) and Steady. (A model with Steady cannot become knocked down.)	2	SELF	CTRL	-	UP	NO
<b>FURY</b> Target friendly Faction model/unit gains +3 to melee damage rolls but suffers -1 DEF.	2	6	-	-	UP	NO
<b>RAZOR WIND</b> A blade of wind slices through the target model.	2	10	-	12	-	YES
<b>TACTICAL SUPREMACY</b> Target friendly Faction model/unit gains Reposition [3"]. (At the end of an activation in which it did not run or fail a charge, a model with Reposition [3"] can advance up to 3", then its activation ends.)	2	6	-	-	UP	NO



# JUGGERNAUT

KHADOR HEAVY WARJACK

2016 v1



## JUGGERNAUT

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



### OPEN FIST

RNG	POW	P+S
1	3	15



L

### ICE AXE

RNG	POW	P+S
1	7	19

R

## DAMAGE

1 2 3 4 5 6

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

PC  
12

FA  
U



## JUGGERNAUT

### ICE AXE

**CRITICAL FREEZE** – On a critical hit, the model hit becomes stationary for one round unless it has Immunity: Cold ❄️.





## DECIMATOR

### DOZER

**BEAT BACK** – Immediately after a basic attack with this weapon 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.

### RIP SAW

**SUSTAINED ATTACK** – During this model's activation, when it makes an attack with this weapon against the last model hit by the weapon this activation, the attack automatically hits.



# FORWARD KOMMANDER SORSCHA

KHADOR WARCASTER

2016 v1

## SORSCHA 2

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

### QUAD-IRON

RNG	ROF	AOE	POW
10	d3+1	—	10

### FROSTFANG

RNG	POW	P+S
2	7	13

FOCUS

6

DAMAGE

WJ  
+27

FA  
C




## FORWARD KOMMANDER SORSCHA


### SORSCHA 2

**DESPERATE PACE [WINTER GUARD] (★ACTION) – RNG CMD.**

Target Friendly Winter Guard unit. If the unit is in range, Winter Guard models in the unit gain +2" movement during their Normal Movement this turn.

**FREEZER** – When an enemy model without Immunity: Cold  ends its activation within 2" of this model, the enemy model becomes stationary for one round.

### FROSTFANG



**CRITICAL FREEZE** – On a critical hit, the model hit becomes stationary for one round unless it has Immunity: Cold .

**SHATTER** – This weapon gains an additional damage die against stationary models.



# FORWARD KOMMANDER SORSCHA

2016 V1


SPELLS	COST	RNG	AOE	POW	DUR	OFF
<b>BOUNDLESS CHARGE</b> During its activation, target friendly Faction model can charge without spending focus or being forced and gains +2" movement and Pathfinder  when it charges. Boundless Charge lasts for one turn.	2	6	-	-	TURN	NO
<b>CYCLONE</b> The spellcaster immediately makes a full advance, ignoring free strikes during this movement. At the end of this movement, the spellcaster can make one basic melee attack against each model in its LOS that is in its melee range. Cyclone can be cast only once per activation.	2	SELF	-	-	-	NO
<b>IRON FLESH</b> Target friendly Faction warrior model/unit gains +2 ARM and does not suffer blast damage. Models are not affected while out of formation.	2	6	-	-	UP	NO
<b>RAZOR WIND</b> A blade of wind slices through the target model.	2	10	-	12	-	YES
<b>SHATTER STORM</b> Target friendly Faction model/unit gains Detonator. (When a model with Detonator 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 magical blast damage roll  .)	2	6	-	-	UP	NO



## FORWARD KOMMANDER SORSCHA

### FEAT: WINTER'S CHILL

*Summoning the icy fury within her soul, Forward Kommander Sorscha unleashes the elements upon her enemies. The deadly rime with which she covers them freezes both steel and flesh.*

When an enemy model without Immunity: Cold  suffers a damage roll while in Sorscha's control range, double the damage that exceeds the model's ARM. Winter's Chill lasts for one turn.

# KARCHEV THE TERRIBLE

KHADOR GREYLORD WARCASTER

2016 v1

## KARCHEV I

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

### FISSURE

RNG	ROF	AOE	POW
SP 10	1	—	12

R

### OPEN FIST

RNG	POW	P+S
0.5	3	15

L

### SUNDER

RNG	POW	P+S
2	7	19

R

FOCUS

6

### DAMAGE

1 2 3 4 5 6

L	L	M		R	R
	L	M	M	R	


WJ  
+30

FA  
C



## KARCHEV THE TERRIBLE

### KARCHEV I

**ARCANTRIK TURBINE** – At the start of this model's activation, it can spend 1 focus point to gain +2" movement when advancing as part of its Normal Movement and Pathfinder  for one turn.

**MAN IN THE MACHINE** – Karchev is a living model but is neither a warjack nor a warrior model. He has a damage grid and suffers damage like a warjack. Karchev can make slam, trample, and throw power attacks without spending focus but cannot make throw power attacks while his Open Fist is crippled. Effects modifying the amount of damage to or the manner in which damage is applied to a warjack also apply to him. Karchev cannot spend focus points to remove damage.

**REPAIRABLE** – This model can be targeted with Repair special actions as if it were a construct model.

**UNYIELDING** – While engaging an enemy model, this model gains +2 ARM.

### FISSURE

**KNOCKDOWN** – When a model is hit by an attack with this weapon, it becomes knocked down.



# KHARCHEV THE TERRIBLE



2016 V1

SPELLS	COST	RNG	AOE	POW	DUR	OFF
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<b>BATTLE-CHARGED</b>	2	SELF	CTRL	-	UP	NO
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While in the spellcaster's control range, models in its battlegroup gain Countercharge. (When an enemy model advances and ends its movement within 6" of a model with Countercharge and in its LOS, the model with Countercharge can immediately charge it. A model can use Countercharge only once per round and not while engaged.)

<b>ERUPTION</b>	3	8	3	14	RND	YES
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Models hit suffer a POW 14 fire damage roll . This spell's AOE is a cloud effect and hazard that remains in play for one round. Models entering or ending their activations in the AOE suffer an unboostable POW 14 fire damage roll .

<b>GROUND ZERO</b>	3	SELF	5	13	-	NO
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Center a 5" AOE on the spellcaster. Each other model in the AOE is hit and suffers a POW 13 damage roll. Immediately after this damage is resolved each enemy model damaged by Ground Zero is pushed d6" directly away from the spellcaster in the order you choose.

<b>JUMPSTART</b>	1	SELF	CTRL	-	-	NO
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Models in the spellcaster's battlegroup that are currently in its control range stand up and are no longer stationary. Affected models can turn to face any direction. Models that were knocked down this turn are not affected by Jumpstart.

<b>ROAD TO WAR</b>	3	SELF	CTRL	-	UP	NO
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When a friendly Faction model in the spellcaster's control range destroys one or more enemy models with a melee or ranged attack during its activation, immediately after the attack is resolved one warjack in the spellcaster's battlegroup that is in its control range can advance up to 3". A warjack can advance as a result of Road to War only once per turn.



## KARCHEV THE TERRIBLE

### FEAT: UNEARTHLY RAGE

*Karchev was preserved to serve the Motherland, and his seething rage at its enemies has only grown over the decades. He can tap into this anger to guide his warjacks as a singular mechanical maelstrom of unrestrained destruction.*

Karchev gains boosted melee attack and melee damage rolls, and his melee weapons gain Damage Type: Magical . While in Karchev's control range, warjacks in his battlegroup gain boosted melee attack and melee damage rolls and their melee weapons gain Damage Type: Magical . Unearthly Rage lasts for one turn.



# KOLDUN KOMMANDER ALEKSANDRA ZERKOVA

KHADOR GREYLORD WARCASTER

2016 v1

## ZERKOVA 1

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



## ROD OF WHISPERS

RNG	ROF	AOE	POW
10	1	—	13

## QUIETUS

RNG	POW	P+S
0.5	6	11

FOCUS

7

DAMAGE

WJ  
+28

FA  
C



## KOLDUN KOMMANDER ALEKSANDRA ZERKOVA

### ZERKOVA I

**ARCANE ARTIFACTS** – When this model casts a spell, you can choose to use one of the following special rules. Each special rule can be used only once per activation and expires after the spell is cast.

- **FOCUS SPHERE** – Reduce the COST of the spell by 1.
- **LENS OF TARVODH** – The spell gains +5 RNG.
- **TRUE SIGHT** – This model ignores cloud effects and Stealth.

**SACRED WARD** – This model cannot be targeted by enemy spells.

### ROD OF WHISPERS

**GRAVE DOOR** – A model disabled by this weapon cannot make a Tough roll. When a living or undead enemy model is boxed by this attack, you can choose to take control of it. If you do, remove 1 damage point from it, causing it to no longer be boxed. You can then immediately change its facing. For the rest of the turn, this model can channel spells through the affected model while it is in this model's control range and is not engaged. At the end of the turn, the affected model is destroyed.

SPELLS	COST	RNG	AOE	POW	DUR	OFF
<b>FREEZING MIST</b> Place a 3" AOE cloud effect completely within the spellcaster's control range. While in the AOE, models without Immunity: Cold ☹ suffer -2 to their attack rolls. The AOE remains in play for one round.	2	CTRL	3	-	RND	NO
<b>FROST HAMMER</b> Frost Hammer causes cold damage ☹. On a critical hit, the model hit becomes stationary for one round unless it has Immunity: Cold ☹.	2	SP 8	-	12	*	YES
<b>GHOST WALK</b> Target friendly Faction model/unit gains Ghostly for one turn. (A model with Ghostly can advance through terrain and obstacles without penalty and can advance through obstructions if it has enough movement to move completely past them. It cannot be targeted by free strikes.)	2	6	-	-	TURN	NO
<b>HEX BLAST</b> Enemy upkeep spells and animi on the model/unit directly hit by Hex Blast immediately expire.	3	10	3	13	-	YES
<b>WATCHER</b> Once per turn when an enemy model advances and ends its movement within 6" of the spellcaster, you can choose a warjack in the spellcaster's battlegroup that is in its control range. That warjack can immediately make a full advance toward the enemy model and then can make one basic melee or ranged attack targeting the enemy model. The attack and damage rolls against that model are boosted.	3	SELF	-	-	UP	NO



## KOLDUN KOMMANDER ALEKSANDRA ZERKOVA

### FEAT: HOWLING WIND

*With a call Aleksandra Zerkova summons a tornado of icy-cold wind that howls in answer to her. The shrieking vortex moves like a living creature as it pushes against Zerkova's enemies, drowning out their voices and making concentration all but impossible.*

While in Zerkova's control range, enemy models cannot make ranged attacks. Enemy models beginning their activations in Zerkova's control range cannot run, charge, make power attacks or special attacks, give or receive orders, or make special actions. Howling Wind lasts for one round.



# KOMMANDANT IRUSH

KHADOR WARCASTER

2016 v1

## IRUSK I

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



## SWORD CANNON



RNG	ROF	AOE	POW
10	1	—	13

## ONSLAUGHT



RNG	POW	P+S
1	6	12



FOCUS

7



DAMAGE

WJ  
+27


FA  
C



## KOMMANDANT IRUSH

### IRUSH 1

**BATTLE PLAN** – This model can use one of the following plans at any time during activation. A friendly Faction model/unit can be affected by only one plan each turn.

- **MARCH** – RNG 5. Target friendly Faction warrior model/unit. If the model/unit is in range, it gains Pathfinder  for one turn.
- **REVEILLE** – Knocked down friendly Faction models in this model's command range immediately stand up. Models that became knocked down this turn are not affected by Reveille.
- **SPECIAL ORDERS** – RNG 5. Target friendly Faction warrior model/unit. If the model/unit is in range, it gains Reposition [3"] for one turn. (At the end of an activation in which it did not run or fail a charge, a model with Reposition [3"] can advance up to 3", then its activation ends.)

### SWORD CANNON

**RELOAD [1]** – This model can spend 1 focus point to make one additional ranged attack with this weapon during its Combat Action.



# KOMMANDANT IRUSH

2016 V1

SPELLS	COST	RNG	AOE	POW	DUR	OFF
<b>AIRBURST</b> Target any model in the spellcaster's control range, ignoring LOS. When resolving Airburst, ignore cover, concealment, elevation, and Stealth. Models hit suffer a POW 8 blast damage roll.	3	CTRL	4	8	-	YES
<b>BATTLE LUST</b> Target friendly Faction warrior model/unit gains an additional die on melee damage rolls. Battle Lust lasts for one turn.	3	6	-	-	TURN	NO
<b>GRIND</b> When a warjack is hit by Grind, it suffers 1 damage point to its first available Movement system box.	3	10	-	14	-	YES
<b>INHOSPITABLE GROUND</b> While in the spellcaster's control range, enemy models treat open terrain as rough terrain. Inhospitable Ground lasts for one round.	3	SELF	CTRL	-	RND	NO
<b>IRON FLESH</b> Target friendly Faction warrior model/unit gains +2 ARM and does not suffer blast damage. Models are not affected while out of formation.	2	6	-	-	UP	NO
<b>SUPERIORITY</b> Target friendly Faction warjack gains +2 SPD, MAT, and DEF and cannot become knocked down.	2	6	-	-	UP	NO



## KOMMANDANT IRUSK

### FEAT: UNDYING LOYALTY

*Irusk's reputation as a fearless and loyal kommandant has earned him the eternal respect and devotion of the entire Khadoran military. Troops will follow this national hero and esteemed military mind into battle without hesitation. His inspiring words bolster his forces with a courage that defies fear, injury, and even death.*

While in Irusk's control range, friendly Faction warrior models gain +2 to attack rolls and Tough ☒ and cannot become knocked down. When a friendly Faction warrior model makes a Tough roll of 4, 5, or 6 while in Irusk's control range, that model can remove 1 damage point. Undying Loyalty lasts for one round.



# COMMANDER HARKEVICH, THE IRON WOLF

KHADOR WARCASTER

2016 v1

## HARKEVICH I

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	7	6	14	16	8

## HAND CANNON



RNG	ROF	AOE	POW
12	1	—	12

## MINISTER



RNG	POW	P+S
1	7	14



FOCUS

6



DAMAGE

WJ  
+28

FA  
C



## KOMMANDER HARKEVICH, THE IRON WOLF

### HARKEVICH I

**FIELD MARSHAL [REPOSITION 3"]** – Warjacks in this model's battlegroup gain Reposition [3"]. (At the end of an activation in which it did not run or fail a charge, a model with Reposition [3"] can advance up to 3", then its activation ends.)

**IRON SENTINEL** – While B2B with a friendly Faction warjack, this model gains +2 DEF and ARM and cannot become knocked down.

### MINISTER

**STAGGER** – Models hit by this attack lose their initial attacks and cannot make power attacks or special attacks for one round.



# KOMMANDER HAAKEVICH, THE IRON WOLF

2016 V1

## SPELLS COST RNG AOE POW DUR OFF

**BOMBSHELL** 3 10 3 13 - YES

On a critical hit, models hit are thrown d6" directly away from the attacker. Roll distance once for all models affected. Models thrown do not deviate. Move models farthest from the attacker first. Instead of suffering blast damage, models hit but not directly hit suffer a POW 10 damage roll. The POW of collateral damage is 10.


**BROADSIDE** 3 SELF CTRL - - NO

Models in the spellcaster's battlegroup currently in its control range can immediately make one basic ranged attack. Broadside can be cast only once per activation.

**JUMPSTART** 1 SELF CTRL - - NO

Models in the spellcaster's battlegroup that are currently in its control range stand up and are no longer stationary. Affected models can turn to face any direction. Models that were knocked down this turn are not affected by Jumpstart.

**MOBILITY** 3 SELF CTRL - TURN NO

Models in the spellcaster's battlegroup currently in its control range gain +2 SPD and Pathfinder  for one turn.



## KOMMANDER HARKEVICH, THE IRON WOLF

### FEAT: HOUR OF THE WOLF

*Kommander Harkevich, the Iron Wolf, advances alongside his warjacks as part of an indomitable pack. His will is so strong that nothing can stand in their way during the Hour of the Wolf. Neither enemy fire nor obstacles can slow him or his warjacks as they drive forward to deliver a perfectly coordinated final assault.*

While in Harkevich's control range, models in his battlegroup gain +3 ARM. Models in his battlegroup beginning their activations in his control range can charge or make slam power attacks without spending focus. A model in Harkevich's battlegroup that declares a charge or slam against an enemy model while in his control range can make a basic ranged attack before advancing. Hour of the Wolf lasts for one round.

# KOMMANDER OLEG STRAKHOV

KHADOR WARCASTER

2016 v1



## STRAKHOV I

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



## CINDER BOMB

RNG	ROF	AOE	POW
6	1	3	14



## RIOT GUN

RNG	ROF	AOE	POW
10	d3	—	12

## TRENCH SWORD

RNG	POW	P+S
0.5	6	13



FOCUS

6



DAMAGE

WJ  
+28

FA  
C



## KOMMANDER OLEG STRAKHOV

### STRAKHOV I

**ALCHEMICAL MASK** – This model does not suffer gas effects. When determining LOS or resolving attacks, this model ignores cloud effects.

**RESOURCEFUL** – This model can upkeep spells on models in its battlegroup without spending focus.

**SPRINT** – At the end of an activation in which it destroyed or removed from play one or more enemy models with melee attacks, this model can immediately make a full advance, then its activation ends.

**VETERAN LEADER [ASSAULT KOMMANDOS]** – While in this model's command range, friendly Assault Kommando models gain +1 to attack rolls.

### CINDER BOMB

**SMOKE** – This weapon's AOE is a cloud effect that remains in play for one round.

### TRENCH SWORD

**BRUTAL CHARGE** – This model gains +2 to charge attack damage rolls with this weapon.



# KOMMANDER OLEG STRAKHOV

2016 V1


SPELLS	COST	RNG	AOE	POW	DUR	OFF
<b>BATTERING RAM</b> An enemy model hit by Battering Ram can be pushed 3" directly away from the spell's point of origin.	2	8	-	12	-	YES
<b>OCCULTATION</b> Target friendly Faction model/unit gains Stealth (☉). Models are not affected while out of formation.	2	6	-	-	UP	NO
<b>OVERRUN</b> When target model in the spellcaster's battlegroup destroys one or more enemy models with an attack, immediately after the attack is resolved one model in the spellcaster's battlegroup that is in its control range can make a full advance, then Overrun expires. A model can advance only once per turn as a result of Overrun. Overrun lasts for one turn.	2	6	-	-	TURN	NO
<b>SENTRY</b> Target friendly Faction model gains Rapid Fire. (A model with Rapid Fire can make one basic ranged attack during your Maintenance Phase.)	2	6	-	-	UP	NO
<b>SUPERIORITY</b> Target friendly Faction warjack gains +2 SPD, MAT, and DEF and cannot become knocked down.	2	6	-	-	UP	NO



## KOMMANDER OLEG STRAKHOV

### FEAT: IRON FIST

*Kommander Strakhov is famous for his unrelenting and aggressive advances. He can manifest his will as a tide of raw arcane force that drives both man and machine past their normal limits before he commits them to the final charge across the battlefield to hammer into the enemy like a fist of iron.*

Friendly Faction models that charge or slam power attack an enemy model while that model is in Strakhov's control range gain +4" movement when advancing as part of their Normal Movement and Pathfinder . Warjacks in Strakhov's battlegroup can charge or make a slam power attack targeting an enemy model while the enemy model is in Strakhov's control range without spending focus. Iron Fist lasts for one turn.



# KOMMANDER DASUS ZOKTAVIA

KHADOR WARCASTER

2016 v1

## BUTCHER 2

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



## BLUNDERBUSS

RNG	ROF	AOE	POW
8	1	—	12

## LOLA

RNG	POW	P+S
2	8	16



FOCUS



DAMAGE

WJ  
+28

FA  
C



## KOMMANDER ORSUS ZOKTAVIR

### BUTCHER 2

**ARCANE DEMENTIA** – Zoktavir begins the game with 7 focus points and a base FOCUS of 7. At the start of each of your turns, if Zoktavir destroyed three or more enemy models with melee attacks during the last round, his base FOCUS becomes 7 for one round. Otherwise, his FOCUS becomes  $d6 + 1$  for one round. Zoktavir's control range is always 12".

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

**CONFERRED RAGE** – When this model destroys one or more enemy models during its activation, warjacks in its battlegroup beginning their activations in its control range gain +2 SPD and MAT for one turn.

**HOMICIDAL MANIAC** – If there are no models in this model's melee range after resolving a basic melee attack in which this model destroyed one or more, this model can advance up to 1".



# KOMMANDER DARIUS ZOKTAUR

2016 V1

SPELLS	COST	RNG	AOE	POW	DUR	OFF
<b>BOUNDLESS CHARGE</b> During its activation, target friendly Faction model can charge without spending focus or being forced and gains +2" movement and Pathfinder ☉ when it charges. Boundless Charge lasts for one turn.	2	6	-	-	TURN	NO
<b>ELIMINATOR</b> Immediately after this attack is resolved, the spellcaster can advance up to 2" for each enemy model destroyed by the attack.	3	8	3	13	-	YES
<b>FURY</b> Target friendly Faction model/unit gains +3 to melee damage rolls but suffers -1 DEF.	2	6	-	-	UP	NO
<b>RAVAGER</b> Target warjack in the spellcaster's battlegroup gains Berserk for one turn. While affected by Ravager, a model cannot make Chain Attacks. (When a model with Berserk destroys one or more models with a melee attack during its Combat Action, immediately after the attack is resolved it must make one additional melee attack against another model in its melee range.)	2	6	-	-	TURN	NO



## KOMMANDER ZOKTAVIR

### FEAT: FEEL THE HATE

*When Kommander Zoktavir enters battle, madness becomes infectious, and his berserk rage sweeps those at his side into his maelstrom of hate.*

Each time an enemy model is destroyed in Zoktavir's control range, you can place one rage token on a friendly Faction model in his control range. A model can have up to three rage tokens at any time. Models can spend rage tokens during their activations to make additional melee attacks or to boost melee attack or melee damage rolls. A model can make one additional attack or boost one roll for each token spent. Feel the Hate lasts for one turn. Remove unspent rage tokens at the end of this turn.

# KOMMANDER SORSCHA

KHADOR WARCASTER

2016 v1

## SORSCHA I

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	6	6	16	15	9

### HAND CANNON



RNG	ROF	AOE	POW
12	1	—	12

### FROSTFANG



RNG	POW	P+S
2	7	13

FOCUS

6

DAMAGE

WJ  
+29

FA  
C



## KOMMANDER SORSCHA



### FROSTFANG

**CRITICAL FREEZE** – On a critical hit, the model hit becomes stationary for one round unless it has Immunity: Cold

**SHATTER** – This weapon gains an additional damage die against stationary models.

 **KOMMANDER SORSCHA**

2016 V1


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



## KOMMANDER SORSCHA

### FEAT: ICY GAZE

*Wherever Kommander Sorscha treads, winter follows. The celebrated Khadoran warcaster manipulates extreme cold through sorcery, storing up her power to unleash a massive blanket of ice that freezes her enemies in their tracks.*

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



# KOMMANDER ZOKTAVIA, THE BUTCHER UNLEASHED

## KHADOR WARCASTER UNIT

2016 v1

### BUTCHER 3

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



### BLUNDERBUSS

RNG	ROF	AOE	POW
8	1	—	12

### LOLA

RNG	POW	P+S
2	8	16




FOCUS

6

DAMAGE

WJ  
+22FA  
C



## KOMMANDER ZOKTAVIR, THE BUTCHER UNLEASHED

### BUTCHER 3

**GRANTED: VENGEANCE** – While this model is in formation, models in its unit gain Vengeance. (During your Maintenance Phase, if one or more models in a unit with Vengeance were damaged by enemy attacks during the last round, each model in the unit can advance 3" and make one basic melee attack.)

**WARCASTER UNIT** – This unit is made up of Zoktavir and two War Argus.



# KOMMANDER ZOKTRUIA, THE BUTCHER UNLEASHED

2016 V1

SPELLS	COST	RNG	AOE	POW	DUR	OFF
<b>ENERGIZER</b>	2	SELF	-	-	-	NO
Each model in the spellcaster's battlegroup that is currently in its control range can immediately advance up to 2". Energizer can be cast only once per activation.						
<b>FLASHING BLADE</b>	1	SELF	-	-	-	NO
The spellcaster immediately makes one basic attack with one of its melee weapons against each enemy model in its LOS that is in the weapon's melee range. These attacks are simultaneous.						
<b>IMPENDING DOOM</b>	2	SELF	*	-	-	NO
Enemy models within 5" of the spellcaster are pushed 5" directly toward it in the order you choose.						
<b>OBLITERATION</b>	4	10	5	15	-	YES
The force of this attack blasts apart the earth itself.						
<b>SILENCE OF DEATH</b>	2	6	-	-	UP	NO
Target friendly Faction model/unit gains +2 STR and Take Down. (Models disabled by a melee attack made by a model with Take Down cannot make a Tough roll. Models boxed by a melee attack made by a model with Take Down are removed from play.)						



## KOMMANDER ZOKTAVIR, THE BUTCHER UNLEASHED

### FEAT: RED HAZE

*Many consider Kommander Zoktavir the empress' mad dog, a brutal beast to loose upon her enemies. When the red haze overcomes his vision, every foe before him becomes a loathsome thing he feels compelled to obliterate. Facing this cyclone of blood and suffering, enemies have but a moment to flee or perish.*

Zoktavir immediately gains 6 focus points. He cannot have more focus points than his current FOCUS as a result of Red Haze. Living enemy models cannot charge Zoktavir. Red Haze lasts for one round.



# KOMMANDER ZOKTAVIA, THE BUTCHER UNLEASHED

## KHADOR WARCASTER UNIT


2016 v1




### WAR ARGUS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	5	4	14	14	6

### BITE

 2	RNG	POW	P+S
	0.5	4	11






## KOMMANDER ZOKTRUIA, THE BUTCHER UNLEASHED

### WAR ARGUS

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

**GRANTED: RELENTLESS CHARGE** – While this model is in formation, when advancing as part of a charge, models in its unit gain Pathfinder .

**SPRINT** – At the end of an activation in which it destroyed or removed from play one or more enemy models with melee attacks, this model can immediately make a full advance, then its activation ends.

### BITE

**COMBO STRIKE (★ATTACK)** – Make a melee attack. Instead of making a normal damage roll, the POW of the damage roll is equal to this model's STR plus twice the POW of this weapon.

**ОБРАУНИК КОММАНДЕРА ЗЕРКОВА & РЕВЕР ГАУД**  
KHADOR WARCASTER UNIT

2016 v1

ZERKOVA 2

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



ORGOATH BLADE

RNG	POW	P+S
0.5	7	12



FOCUS

7

DAMAGE

WJ  
+24

FA  
C



## OBRAUNIK KOMMANDER ZERKOVA & REAVER GUARD

### ZERKOVA 2

**CALL TO SACRIFICE [REAVER GUARD]** – If this model is disabled by an enemy attack, you can choose a non-disabled friendly Reaver Guard model within 5" of this model to be destroyed. If another model is destroyed as a result of Call to Sacrifice, remove 1 damage point from this model.

**GREYLORD** – This model is a Greylord model.

**SACRED WARD** – This model cannot be targeted by enemy spells.

**WARCASTER UNIT** – This unit is made up of Zerkova and two Reaver Guards.



SPELLS	COST	RNG	AOE	POW	DUR	OFF
<b>BANISHING WARD</b> Enemy upkeep spells and animi on target friendly model/unit expire. Affected models cannot be targeted by enemy spells or animi.	2	6	-	-	UP	NO
<b>HOARFROST</b> Hoarfrost causes cold damage ☉. On a critical hit, models in the AOE become stationary for one round unless they have Immunity: Cold ☹.	3	8	3	14	*	YES
<b>OCCULT WHISPERS</b> While in the spellcaster's control range, friendly Faction models gain an additional die on their magic attack rolls. Occult Whispers lasts for one turn.	3	SELF	-	-	TURN	NO
<b>SACRIFICIAL LAMB</b> Remove one friendly Faction warrior model in the spellcaster's control range from play. Each warjack in the spellcaster's battlegroup that is currently in its control range gains 1 focus point. Sacrificial Lamb can be cast only once per activation.	1	CTRL	-	-	-	NO
<b>SPECTRAL FIRE</b> Spectral Fire gains +1 POW for each focus or fury point on the target model at the time the spell was cast.	2	10	-	10	-	YES
<b>TELGESH MARK</b> The spellcaster can channel spells through target friendly Faction model as if it were a model in the spellcaster's battlegroup with Arc Node ☉.	2	6	-	-	UP	NO



## OBRAUNIK KOMMANDER ZERKOVA & REAPER GUARD

### FEAT: ARCANE CONVERGENCE

*Drawing upon a lifetime spent gathering forbidden knowledge, Aleksandra Zerkova summons a torrent of raw arcane power for her allies to seize upon and shape.*

Each friendly Faction model currently in Zerkova's control range can immediately cast one spell without spending focus, performing a special action, or performing a special attack.



# ОБРАУНИК КОММАНДЕРА ЗЕРКОВА & РЕАВЕР ГАРД

## KHADOR WARCASTER UNIT

2016 v1



### REAVER GUARD

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	7	4	13	15	7



### FELL AXE

RNG	POW	P+S
2	5	12



MODEL A'S DAMAGE

MODEL B'S DAMAGE





## OBRAUNIK KOMMANDER ZERKOUR & REAVER GUARD

### REAVER GUARD

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

**COUNTERCHARGE** – When an enemy model advances and ends its movement within 6" of this model and in its LOS, this model can immediately charge it. This model can use Countercharge only once per round and not while engaged.

**DOOM REAVER** – This model is a Doom Reaver model.

**SACRED WARD** – This model cannot be targeted by enemy spells.

**SILENCE** – This model does not have to make Berserk attacks.



# DASUS ZOHTAVIA, THE BUTCHER OF KHADDOU

KHADOR WARCASTER

2016 v1

## BUTCHER I

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



## BLUNDERBUSS

RNG	ROF	AOE	POW
8	1	—	12

## LOLA

RNG	POW	P+S
2	8	16



FOCUS

6



DAMAGE

WJ  
+28

FA  
C



## ORSUS ZOKTRUIA, THE BUTCHER OF KHARDOU



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# ORZUS ZOKTRUIA, THE BUTCHER OF KHARDOU

2016 V1

## SPELLS COST RNG AOE POW DUR OFF

<b>FULL THROTTLE</b>	<b>3</b>	<b>SELF</b>	<b>CTRL</b>	<b>-</b>	<b>TURN</b>	<b>NO</b>
Warjacks in the spellcaster's battlegroup beginning their activations in its control range can run, charge, or make slam or trample power attacks without spending focus that activation. While in the spellcaster's control range, models in its battlegroup gain boosted melee attack rolls. Full Throttle lasts for one turn.						
<b>FURY</b>	<b>2</b>	<b>6</b>	<b>-</b>	<b>-</b>	<b>UP</b>	<b>NO</b>
Target friendly Faction model/unit gains +3 to melee damage rolls but suffers -1 DEF.						
<b>IRON FLESH</b>	<b>2</b>	<b>6</b>	<b>-</b>	<b>-</b>	<b>UP</b>	<b>NO</b>
Target friendly Faction warrior model/unit gains +2 ARM and does not suffer blast damage. Models are not affected while out of formation.						
<b>OBLITERATION</b>	<b>4</b>	<b>10</b>	<b>5</b>	<b>15</b>	<b>-</b>	<b>YES</b>
The force of this attack blasts apart the earth itself.						
<b>VENGEFUL</b>	<b>2</b>	<b>6</b>	<b>-</b>	<b>-</b>	<b>UP</b>	<b>NO</b>
Target friendly Faction model gains Retaliatory Strike. (If a model with Retaliatory Strike is hit by an enemy melee attack during your opponent's turn, after that attack is resolved it can immediately make one basic melee attack against the attacking model. A model with Retaliatory Strike can make only one Retaliatory Strike per turn.)						



## ORSUS ZOKTRUIA, THE BUTCHER OF KHARDOU

### FEAT: BLOOD FRENZY

*The Butcher's rage runs deep. It is the well from which he draws his power and the drive to lead his forces into battle. When the Butcher relinquishes what little control he has over this infectious fury, all who march by his side—man and machine alike—succumb to its bloodlust.*

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





# SUPREME KOMMANDANT IRUSH

## KHADOR WARCASTER


2016 v1



### IRUSK 2

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

### HAND CANNON

	RNG	ROF	AOE	POW
	12	1	—	12

### ENDGAME

	RNG	POW	P+S
	0.5	7	13



FOCUS

7



DAMAGE

WJ  
+27

FA  
C





## SUPREME KOMMANDANT IRUSH

### IRUSH 2

**TACTICIAN [FACTION WARRIOR]** – While in this model's command range, friendly Faction warrior models ignore other friendly Faction warrior models when determining LOS. Friendly Faction warrior models can advance through other friendly Faction warrior models in this model's command range if they have enough movement to move completely past them.

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



# SUPREME KOMMANDANT IRUSH

2016 V1


SPELLS	COST	RNG	AOE	POW	DUR	OFF
<b>AIRBURST</b> Target any model in the spellcaster's control range, ignoring LOS. When resolving Airburst, ignore cover, concealment, elevation, and Stealth. Models hit suffer a POW 8 blast damage roll.	3	CTRL	4	8	-	YES
<b>ARTIFICE OF DEVIATION</b> Place a 5" AOE anywhere completely within the spellcaster's control range. While in the AOE, friendly Faction models have cover. Enemy models treat the AOE as rough terrain.	2	CTRL	5	-	UP	NO
<b>BATTLE LUST</b> Target friendly Faction warrior model/unit gains an additional die on melee damage rolls. Battle Lust lasts for one turn.	3	6	-	-	TURN	NO
<b>ENERGIZER</b> Each model in the spellcaster's battlegroup that is currently in its control range can immediately advance up to 2". Energizer can be cast only once per activation.	2	SELF	-	-	-	NO
<b>FIRE FOR EFFECT</b> Boost the attack and damage rolls of target friendly Faction model's first ranged attack each activation.	3	6	-	-	UP	NO
<b>SOLID GROUND</b> While in the spellcaster's control range, friendly Faction models cannot become knocked down and do not suffer blast damage.	2	SELF	CTRL	-	UP	NO



## SUPREME KOMMANDANT IRUSK

### FEAT: DESPERATE GROUND

*In his lifetime of innovating tactics on countless battlefields, Supreme Kommandant Irusk has learned how to wrest the initiative from his enemies and turn untenable ground into an advantage. He strikes at the crucial hour and raises the Khadoran standard as he leads his army through any obstacles to seize victory.*

Friendly Faction models currently in Irusk's control range 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 range suffer -3 SPD. Desperate Ground lasts for one round.



# THE OLD WITCH OF KHADOR

## KHADOR WARCASTER

2016 v1



### OLD WITCH 1

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



### IRON CLAW

	RNG	POW	P+S
	0.5	6	13



FOCUS

**7**



WJ  
+18

FA  
C





## THE OLD WITCH OF KHADOR

### OLD WITCH I

**APPARITION** - During your Control Phase, place this model anywhere completely within 2" of its current location.

**FIELD MARSHAL [APPARITION]** - Warjacks in this model's battlegroup gain Apparition.

**GREAT POWER** - During your Control Phase, this model can upkeep one spell without spending focus or fury.


**PROWL** - While this model has concealment, it gains Stealth (☹).

**SOUL TAKER: CULL SOUL** - This model can gain souls. When a living enemy model is destroyed within 2" of this model, this model gains the destroyed model's soul token. After this model replenishes its focus during your next Control Phase, replace each soul token with 1 focus point.



# THE OLD WITCH OF KHADOR

2016 V1

SPELLS	COST	RNG	AOE	POW	DUR	OFF
<b>AVATAR OF SLAUGHTER</b> Target the Old Witch or Scrapjack. The affected model gains +2 MAT, +2 STR, Berserk, and Overtake. (When a model with Berserk destroys one or more models with a melee attack during its Combat Action, immediately after the attack is resolved it must make one additional melee attack against another model in its melee range.) (When a model with Overtake destroys one or more enemy models with a basic melee attack during its Combat Action, after the attack is resolved it can immediately advance up to 1".)	2	6	-	-	UP	NO
<b>GALLOWS</b> When an enemy model is hit by this attack, it can be pushed d6" directly toward Gallows' point of origin.	3	10	-	13	-	YES
<b>IRON FLESH</b> Target friendly Faction warrior model/unit gains +2 ARM and does not suffer blast damage. Models are not affected while out of formation.	2	6	-	-	UP	NO
<b>MURDER OF CROWS</b> Place a 5" AOE anywhere completely within the spellcaster's control range. This AOE is a cloud effect and hazard. A model that is not part of the spellcaster's battlegroup that enters or ends its activation in the AOE suffers an unboostable POW 8 damage roll.	3	CTRL	5	*	UP	NO
<b>UNSEEN PATH</b> Unseen Path can be cast only while Scrapjack is in the Old Witch's control range. Immediately place the Old Witch completely within 2" of Scrapjack or place Scrapjack completely within 2" of the Old Witch. A model cannot advance this turn after being placed by Unseen Path.	2	CTRL	-	-	-	NO
<b>WEALD SECRETS</b> Target friendly Faction model/unit gains Pathfinder  and Hunter. (A model with Hunter ignores concealment and cover when making a ranged attack.)	2	6	-	-	UP	NO



## THE OLD WITCH OF KHADOR

### FEAT: FIELD OF TALONS

*More ancient than Khador itself, the Old Witch commands a connection to the land that allows her to force submission even from the trees and stones. At her word the earth spews forth metal barbs to snare and rip at her enemies like the deadly black talons of a terrible predator.*

Enemy models that advance except to change facing and end their movement in the Old Witch's control range immediately suffer an unboostable POW 14 damage roll. Warrior models damaged by Field of Talons become knocked down. Field of Talons lasts for one round.





**VLADIMIR TZEPESCI, GREAT PRINCE OF UMBREY**  
KHADOR WARCASTER

2016 v1

**VLADIMIR 3**

SPD	STR	MAT	RAT	DEF	ARM	CMD
8	6	7	5	15	17	9



**HORSE LORD'S SPEAR**

RNG	POW	P+S
2	6	12



**HUNTSMAN**

RNG	POW	P+S
1	7	13



**MOUNT**

RNG	POW
0.5	12



FOCUS

7



DAMAGE

WJ  
+27


FA  
C



## VLADIMIR TZEPESCI, GREAT PRINCE OF UMBREY

### VLADIMIR 3

**BLOOD-QUENCHED** – This model gains a cumulative +1 STR and ARM for each living enemy model it destroys with a melee attack during its activation. This bonus lasts for one round.

**RELENTLESS CHARGE** – While advancing as part of a charge, this model gains Pathfinder .

**REPOSITION [3"]** – At the end of an activation in which it did not run or fail a charge, this model can advance up to 3", then its activation ends.

### HORSE LORD'S SPEAR

**BRUTAL CHARGE** – This model gains +2 to charge attack damage rolls with this weapon.

### MOUNT

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

SPELLS	COST	RNG	AOE	POW	DUR	OFF
<b>DASH</b> The spellcaster and friendly Faction warrior models activating in its control range gain +1 SPD. While in the spellcaster's control range, friendly Faction warrior models gain Parry ☒. Dash lasts for one turn.	2	SELF	CTRL	-	TURN	NO
<b>FLASHING BLADE</b> The spellcaster immediately makes one basic attack with one of its melee weapons against each enemy model in its LOS that is in the weapon's melee range. These attacks are simultaneous.	1	SELF	-	-	-	NO
<b>HAND OF FATE</b> Target friendly Faction model/unit gains an additional die on attack and damage rolls. Discard the low die in each roll.	2	6	-	-	UP	NO
<b>INFERNAL MACHINE</b> Target warjack in the spellcaster's battlegroup gains Murderous and +2 SPD. (A model with Murderous gains an additional die on melee attack rolls against warrior models.)	2	6	-	-	UP	NO
<b>RAZOR WIND</b> A blade of wind slices through the target model.	2	10	-	12	-	YES
<b>WIND WALL</b> The spellcaster cannot make ranged attacks after casting this spell, and non-magical ranged attacks targeting it automatically miss. While completely within 3" of the spellcaster, models cannot make ranged attacks and non-magical ranged attacks targeting them automatically miss. Wind Wall lasts for one round.	3	SELF	-	-	RND	NO



## VLADIMIR TZEPESCI, GREAT PRINCE OF UMBREY

### FEAT: CHARGE OF THE HORSE LORDS

*When Vladimir Tzepesci calls his host, the ground shakes beneath the countless hooves of warhorses and the heavy tread of warjacks on the charge. Cavalry and machines alike crash into the enemy and leave broken lines behind them as they turn to ready for another onslaught.*

While in Vladimir's control range, friendly Faction warjacks and cavalry models gain Side Step and Sprint. Charge of the Horse Lords lasts for one turn. (When a model with Side Step hits an enemy model with an initial melee attack or a melee special attack, the model with Side Step it can advance up to 2" after the attack is resolved.) (At the end of an activation in which it destroyed or removed from play one or more enemy models with melee attacks, a model with Sprint can immediately make a full advance, then its activation ends.)



# VLADIMIR TZEPESCI, THE DARK CHAMPION

KHADOR WARCASTER


2016 v1



## VLADIMIR 2

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

## DOMINION

	RNG	POW	P+S
	2	8	14



FOCUS

7



DAMAGE

WJ  
+27

FA  
C





## VLADIMIR TZEPESCI, THE DARK CHAMPION

### VLADIMIR 2

**GREAT POWER** – During your Control Phase, this model can upkeep one spell without spending focus or fury.

**MIGHT OF KINGS** – While this model is damaged, it gains +2 STR and ARM. If a friendly model damages this model with an attack, this model loses Might of Kings for the rest of the game.

**RIGHTEOUS VENGEANCE** – If one or more friendly Faction warrior models were destroyed or removed from play by enemy attacks while within 5" of this model during the last round, during your Maintenance Phase this model can advance up to 3" and make one basic melee attack.

### DOMINION

**THRESHER (★ATTACK)** – This model makes one melee attack with this weapon against each model in its LOS that is in this weapon's melee range. Thresher attacks are simultaneous.



# VLADIMIR TZEPESCI, THE DARK CHAMPION

2016 V1

SPELLS	COST	RNG	AOE	POW	DUR	OFF
<b>ARCANE MIGHT</b> While in the spellcaster's control range, friendly Faction non-warcaster warrior models can spend 1 focus point on the spellcaster to boost a melee attack or melee damage roll during their activations.	2	SELF	CTRL	-	UP	NO
<b>ASSAIL</b> Target friendly Faction warjack can charge or make slam or trample power attacks without spending focus. The warjack gains +2" movement when it charges or makes a slam or trample power attack. Models slammed by the warjack are moved +2".	2	6	-	-	UP	NO
<b>HAND OF FATE</b> Target friendly Faction model/unit gains an additional die on attack and damage rolls. Discard the low die in each roll.	2	6	-	-	UP	NO
<b>MARTIAL PARAGON</b> The spellcaster gains an additional die on melee attack rolls and Parry (⊗).	2	SELF	-	-	UP	NO
<b>RAZOR WIND</b> A blade of wind slices through the target model.	2	10	-	12	-	YES
<b>WIND BLAST</b> Place a 5" AOE anywhere completely within the spellcaster's control range. Cloud effects overlapping the AOE expire. Models cannot make ranged attacks while within the AOE. The AOE remains in play for one round.	2	CTRL	5	-	RND	NO



## VLADIMIR TZEPESCI, THE DARK CHAMPION

### FEAT: BLOOD LEGACY

*As the descendant of ancient kings, Vladimir shares a profound connection to his homeland and its citizens. Those sons and daughters of Khador carry the blood of conquerors and heroes in their veins, and in times of great need Vladimir may call upon its ancestral power to manifest in his people.*

Choose  $d3 + 3$  friendly Faction non-character warrior models currently in Vladimir's control range. Those models gain +3 SPD, STR, MAT, RAT, DEF, and ARM for one round.



# VLADIMIR TZEPESCI, THE DARK PRINCE

KHADOR WARCASTER

2016 v1

## VLADIMIR I

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

### SKIRMISHER

RNG	POW	P+S
1	7	13

### RUIN

RNG	POW	P+S
0.5	4	10

FOCUS

7

DAMAGE

WJ  
+28

FA  
C



## VLADIMIA TZEPESCI, THE DARK PRINCE

### SKIRMISHER

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



# VLADIMIR TZEPESCI, THE DARK PRINCE

2016 V1

SPELLS	COST	RNG	AOE	POW	DUR	OFF
<b>BLOOD OF KINGS</b> The spellcaster gains +3 SPD, STR, MAT, DEF, and ARM for one round.	4	SELF	-	-	RND	NO
<b>BOUNDLESS CHARGE</b> During its activation, target friendly Faction model can charge without spending focus or being forced and gains +2" movement and Pathfinder 🐾 when it charges. Boundless Charge lasts for one turn.	2	6	-	-	TURN	NO
<b>RAZOR WIND</b> A blade of wind slices through the target model.	2	10	-	12	-	YES
<b>SIGNS &amp; PORTENTS</b> While in the spellcaster's control range, friendly Faction models gain an additional die on attack and damage rolls. Discard the lowest die in each roll. Signs & Portents lasts for one turn.	4	SELF	CTRL	-	TURN	NO
<b>WIND WALL</b> The spellcaster cannot make ranged attacks after casting this spell, and non-magical ranged attacks targeting it automatically miss. While completely within 3" of the spellcaster, models cannot make ranged attacks and non-magical ranged attacks targeting them automatically miss. Wind Wall lasts for one round.	3	SELF	-	-	RND	NO



## VLADIMIR TZEPESCI, THE DARK PRINCE

### FEAT: FORCED MARCH

*The strategic and tactical prowess of the Dark Prince of Umbrey is legendary across the Motherland and respected throughout the Iron Kingdoms. Vladimir carefully conserves the power of his warjacks to expend it in one great battlefield maneuver.*

Warjacks in Vladimir's battlegroup beginning their activations in his control range double their base SPD and can run, charge, and make power attacks without spending focus. Forced March lasts for one turn.



# BEAST 04

## KHADOR HEAVY WARJACK

2016 v1



### BEAST I

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	12	8	4	10	20	—



### OPEN FIST

RNG	POW	P+S
1	3	15



### ICE BREAKER

RNG	POW	P+S
2	7	19

R

### DAMAGE

1 2 3 4 5 6

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

PC  
21

FA  
C



## BEAST 09

### BEAST 1

**BOND [SORSCHA]** – If this model begins the game in Sorscha's battlegroup, it is bonded to her. This model is not considered to be bonded while under your opponent's control. While this model is bonded to Sorscha and in her control range, it gains Shield Guard. (When a friendly model is directly hit by a non-spray ranged attack during your opponent's turn while within 3" of a model with Shield Guard, you can choose to have the model with Shield Guard directly hit instead. It 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.)

**HYPER-AGGRESSIVE** – When this model suffers damage from an enemy attack at any time except while it is advancing, after the attack is resolved it can immediately make a full advance directly toward the attacking model.

**MURDEROUS** – This model gains an additional die on melee attack rolls against warrior models.

### ICE BREAKER

**CRITICAL FREEZE** – On a critical hit, the model hit becomes stationary for one round unless it has Immunity: Cold ❄️.

**THRESHER (★ATTACK)** – This model makes one melee attack with this weapon against each model in its LOS that is in this weapon's melee range. Thresher attacks are simultaneous.



# BERSERKER

## KHADOR HEAVY WARJACK

2016 v1



### BERSERKER

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



### WAR AXE

RNG	POW	P+S
1	5	16

L

### WAR AXE

RNG	POW	P+S
1	5	16

R

### DAMAGE

1 2 3 4 5 6

	L			R	
L	L	M	C	R	R
	M	M		C	

PC  
8

FA  
U



## BERSERKER

### BERSERKER

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

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





# BEHEMOTH

## KHADOR HEAVY WARJACK

2016 v1



### BEHEMOTH I

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



#### BOMBARD

RNG	ROF	AOE	POW
14	1	4	14

L

#### BOMBARD

RNG	ROF	AOE	POW
14	1	4	14

R

#### OPEN FIST

RNG	POW	P+S
1	0	12

L



#### OPEN FIST

RNG	POW	P+S
1	0	12

R



#### DAMAGE

1 2 3 4 5 6

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

PC  
24

FA  
C



# BEHEMOTH

## BEHEMOTH I

**SUB-CORTEX** – The S boxes of this warjack's damage grid represent its Sub-Cortex system. While this warjack's Sub-Cortex system is functional, its ranged weapons gain Powerful Attack. (When attacking with a weapon with Powerful Attack, a model can spend 1 focus point to boost all attack and damage rolls for the attack.)

## BOMBARD

**ARCING FIRE** – When attacking with this weapon, this model can ignore intervening models except those within 1" of the target.

## OPEN FIST

**ARMOR-PIERCING** – When calculating damage from this weapon, halve the base ARM stats of models hit.



# BLACK IVAN

## KHADOR HEAVY WARJACK

2016 v1



### BLACK IVAN I

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	12	7	5	10	20	—



### BOMBARD

RNG	ROF	AOE	POW
14	1	4	14

L

### BEAR CLAW

RNG	POW	P+S
1	4	16

R




### DAMAGE

1 2 3 4 5 6

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

PC  
19

FA  
C



## BLACK IVAN

### BLACK IVAN I

**BOND [HARKEVICH]** – If this model begins the game in Harkevich's battlegroup, it is bonded to him. This model is not considered to be bonded while under your opponent's control. While this model is bonded to Harkevich and in his control range, it gains boosted ranged attack rolls.

**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 activation. Bulldoze has no effect when this model makes a trample power attack.

**EVASIVE** – When this model is hit by an enemy ranged attack, immediately after the attack is resolved this model can advance up to 2".

**POINT-BLANK** – During its activation, this model can make melee attacks with its ranged weapon, with a melee range of 0.5". Do not add this model's STR to damage rolls made with ranged weapons. Charge attacks made with ranged weapons are not boosted.

### BOMBARD

**ARCING FIRE** – When attacking with this weapon, this model can ignore intervening models except those within 1" of the target.

### BEAR CLAW

**CRITICAL BRUTAL DAMAGE** – On a critical hit, gain an additional die on this weapon's damage rolls against the target directly hit.



# DEMOLISHER

## KHADOR HEAVY WARJACK

2016 v1



### DEMOLISHER

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	12	6	4	10	23	—



### SHOULDER CANNON

RNG	ROF	AOE	POW
x2 8	1	3	15

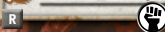
### SHIELD FIST

RNG	POW	P+S
1	4	16



### SHIELD FIST

RNG	POW	P+S
1	4	16



### DAMAGE

1 2 3 4 5 6

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

PC  
16

FA  
U



## DEMOLISHER

### DEMOLISHER

**ARMORED SHELL** - If this model makes an attack other than a headbutt, slam, or trample power attack, its base ARM is 19 until the start of its next activation.

**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 activation. Bulldoze has no effect when this model makes a trample power attack.

**GIRDED** - This model and friendly models B2B with it do not suffer blast damage.

**STEADY** - This model cannot become knocked down.

**STURDY** - This model cannot be pushed.



# DESTROYER

## KHADOR HEAVY WARJACK

2016 v1



### DESTROYER

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



### BOMBARD



RNG	ROF	AOE	POW
14	1	4	14

L

### EXECUTIONER AXE



RNG	POW	P+S
1	5	17

R

### DAMAGE

1 2 3 4 5 6

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

PC  
16

FA  
U





## DESTROYER

### BOMBARD

**ARCING FIRE** – When attacking with this weapon, this model can ignore intervening models except those within 1" of the target.

### EXECUTIONER AXE

**CRITICAL AMPUTATION** – On a critical hit on a warjack or warbeast, fill in the unmarked damage boxes or circles on the last column or branch damaged.





# DEVASTATOR

## KHADOR HEAVY WARJACK

2016 v1



### DEVASTATOR

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	12	6	4	10	23	—



### SHIELD FIST

RNG	POW	P+S
1	4	16

L



### SHIELD FIST

RNG	POW	P+S
1	4	16

R



### DAMAGE

1 2 3 4 5 6

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

PC  
14

FA  
U



## DEVASTATOR

### DEVASTATOR

**ARMORED SHELL** – If this model makes an attack other than a headbutt, slam, or trample power attack, its base ARM is 19 until the start of its next activation.

**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 activation. Bulldoze has no effect when this model makes a trample power attack.

**RAIN OF DEATH (★ATTACK)** – This attack does not need a target. 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. Rain of Death damage is simultaneous. After a Rain of Death attack, this model can make additional melee attacks.

**STEADY** – This model cannot become knocked down.

**STURDY** – This model cannot be pushed.



# DRAGO

## KHADOR HEAVY WARJACK

2016 v1



### DRAGO I

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	12	7	3	11	18	—



### EXECUTIONER AXE

RNG	POW	P+S
1	5	17

L

### EXECUTIONER AXE

RNG	POW	P+S
1	5	17

R

### DAMAGE

1 2 3 4 5 6

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

PC  
14

FA  
C



# DRAGO

## DRAGO 1

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

**BOND [VLADIMIR]** – If this model begins the game in Vladimir's battlegroup, it is bonded to him. This model is not considered to be bonded while under your opponent's control. While this model is bonded to Vladimir and in his control range, you can choose not to make Unstable rolls for it.

**IMPRINT: GRAVE WIND** – At any time during its activation, this model can spend 1 focus point to gain +2 DEF and Poltergeist for one round. (When an enemy model misses a model with Poltergeist with an attack, immediately after the attack is resolved you can choose to push the enemy model d3" directly away from the model with Poltergeist.)

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

## EXECUTIONER AXE

**CRITICAL AMPUTATION** – On a critical hit on a warjack or warbeast, fill in the unmarked damage boxes or circles on the last column or branch damaged.



# GROLAR

## KHADOR HEAVY WARJACK

2016 v1



### GROLAR

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



### AUTO CANNON

RNG	ROF	AOE	POW
8	d3+2	—	12

L

### OPEN FIST

RNG	POW	P+S
1	3	15

L

### PISTON HAMMER

RNG	POW	P+S
1	6	18

R

### DAMAGE

1 2 3 4 5 6

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

PC  
18

FA  
U



## GROLAR

### GROLAR

**DUAL ATTACK** – This model can make melee and ranged attacks in the same activation. When this model makes its initial melee attacks or a power attack, it can also make its initial ranged attacks. This model can make ranged attacks even while in melee.

**HEAVY BOILER** – This model gains +2" movement when running.

### PISTON HAMMER

**RAM** – When an enemy model is hit by this weapon during this model's Combat Action, it becomes knocked down and can be pushed 1" directly away from this model. If the model hit is pushed, this model can immediately advance 1" directly toward it.



# KODIAK

## KHADOR HEAVY WARJACK

2016 v1



### KODIAK

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



### ARMORED FIST

RNG	POW	P+S
1	4	16

L



### ARMORED FIST

RNG	POW	P+S
1	4	16

R



### DAMAGE

1 2 3 4 5 6

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

PC  
13

FA  
U



## KODIAK

### KODIAK

**HEAVY BOILER** – This model gains +2" movement when running.

**VENT STEAM** – This model can use vent steam once per activation at any time. Center a 4" AOE cloud effect on this model. Living and undead models in the AOE when it is placed suffer a POW 12 damage roll. The AOE remains in play for one round.

### ARMORED FIST

**CHAIN ATTACK: GRAB & SMASH** – If this model hits the same model with both its initial attacks with this weapon, after resolving the attacks it can immediately make a head-butt or throw power attack against that target.





# MAD DOG

## KHADOR HEAVY WARJACK

2016 v1



### MAD DOG

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



### HAMMER SPIKE

	RNG	POW	P+S
	1	3	14

L

### HAMMER SPIKE

	RNG	POW	P+S
	1	3	14

R

### DAMAGE

1 2 3 4 5 6

	L			R	
L	L	M	C	R	R
	M	M		C	

PC  
7

FA  
U



## MAD DOG

### MAD DOG

**JURY-RIGGED [SPD]** – This model can use Jury-Rigged at the start of its activation. This model gains +2 SPD that activation. At the end of that activation, this model suffers 1 damage point to its first available Movement system box. This model cannot use Jury-Rigged if its Movement system is crippled. Jury-Rigged can be used only once per activation.

**SMASHER** – This model can make trample power attacks without spending focus and gains an additional die on trample attack rolls.

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



# MARRAUDER

## KHADOR HEAVY WARJACK

2016 v1



### MARRAUDER

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



### RAM PISTON

RNG	POW	P+S
1	4	16

L

### RAM PISTON

RNG	POW	P+S
1	4	16

R

### DAMAGE

1 2 3 4 5 6

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

PC  
10

FA  
U



## MARRAUDER

### RAM PISTON

**COMBO SMITE (★ATTACK)** – The model hit is slammed d6" directly away from this model. If the model hit has a larger base than the attacking model, it is moved only half the distance rolled. When resolving damage for this attack, the model hit suffers a damage roll with POW equal to the STR of this model plus twice the POW of this weapon. The POW of collateral damage is equal to the STR of this model.

**SIEGE WEAPON** – This weapon gains an additional die to its damage rolls against structures.



# RAGER

## KHADOR HEAVY WARJACK

2016 v1



### RAGER

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



### SHIELD CANNON

RNG	ROF	AOE	POW
8	1	—	15

L

### SHIELD

RNG	POW	P+S
1	2	13

L



### GLADIUS

RNG	POW	P+S
1	4	15

R

### DAMAGE

1 2 3 4 5 6

	L			R	
L	L	M	C	R	R
	M	M		C	

PC  
11

FA  
U



## RAGER

### RAGER

**POINT-BLANK** – During its activation, this model can make melee attacks with its ranged weapon, with a melee range of 0.5". Do not add this model's STR to damage rolls made with ranged weapons. Charge attacks made with ranged weapons are not boosted.

**SHIELD GUARD** – Once per round, when a friendly model is directly hit by a non-spray ranged attack during your opponent's turn while within 3" of this model, you can choose to have this model directly hit instead. This model is automatically hit and suffers all damage and effects. This model cannot use Shield Guard while it is incorporeal, knocked down, or stationary.

**UNSTABLE** – At the end of an activation in which this model spent more than 1 focus point, roll a d6. If the roll is equal to or less than the number of focus points spent, this model explodes and other models within 3" of it suffer an unboostable POW 14 blast damage roll. Remove this model from play.



# RUIN

## KHADOR HEAVY WARJACK

2016 v1



### RUIN I

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	12	8	3	10	20	—



### ARMORED FIST

RNG	POW	P+S
1	4	16



### BLACK IRON MACE

RNG	POW	P+S
2	6	18



L

R

### DAMAGE

1 2 3 4 5 6

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


PC  
17

FA  
C



# RUIN

## RUIN I

**BOND [BUTCHER]** – If this model begins the game in the Butcher's battlegroup, it is bonded to him. This model is not considered to be bonded while under your opponent's control. While this model is bonded to the Butcher and in his control range, it gains Boundless Charge. (During its activation, a model with Boundless Charge can charge without spending focus or being forced and gains +2" movement and Pathfinder  when it charges.)

**SACRED WARD** – This model cannot be targeted by enemy spells.

**SOUL TAKER: SPIRIT HARVESTER** – This model can gain soul tokens. When a living enemy model is destroyed within 5" of this model, this model gains the destroyed model's soul token. This model can have up to five soul tokens at any time. At the start of this model's activation, you can remove soul tokens from this model to give it 1 focus point for each token removed

- **ARCANE VORTEX** – This model can immediately negate any spell that targets it or a model within 3" of it by spending 1 soul token. The negated spell does not take effect, but its COST remains spent.

## BLACK IRON MACE

**DISPEL** – When this weapon hits a model/unit, upkeep spells and animi on that model/unit immediately expire.





# SCRAPJACK

## KHADOR LIGHT WARJACK

2016 v1




### SCRAPJACK I

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



### MECHANICAL TALON

	RNG	POW	P+S
2	2	4	12


### DAMAGE

1 2 3 4 5 6

M	C	A	A	C	M
	M	C	C	M	



FA  
C



# SCRAPJACK

## SCRAPJACK I

**BOND [OLD WITCH]** – This model begins the game bonded to the Old Witch. This model is not considered to be bonded while under your opponent's control. While this model is bonded to the Old Witch, when the Old Witch is damaged by an enemy attack, this model gains +2 SPD and +2 to attack and damage rolls for one round.

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

**PROWL** – While this model has concealment, it gains Stealth (☹).



# SPRIGGAN

## KHADOR HEAVY WARJACK

2016 v1



### SPRIGGAN

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



### GRENADE LAUNCHER

	RNG	ROF	AOE	POW
	10	1	3	10

### SHIELD

	RNG	POW	P+S
	1	2	14

L



### WAR LANCE

	RNG	POW	P+S
	2	6	18

R

### DAMAGE

1 2 3 4 5 6

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

PC  
19

FA  
U



## SPRIGGAN

### SPRIGGAN

**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 activation. Bulldoze has no effect when this model makes a trample power attack.

**STEADY** – This model cannot become knocked down.

### GRENADE LAUNCHER

**ARCING FIRE** – When attacking with this weapon, this model can ignore intervening models except those within 1" of 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, ignoring intervening models. While a model is within the AOE, it loses Stealth (S) and models can ignore cloud effects when determining LOS to it. The AOE remains in play for one turn.

### WAR LANCE

**POWERFUL CHARGE** – This model gains +2 to charge attack rolls with this weapon.



# TORCH

## KHADOR HEAVY WARJACK

2016 v1



### TORCH I

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	12	7	5	10	20	—



### GRENADE LAUNCHER

RNG	ROF	AOE	POW
10	1	3	10

L

### GRENADE LAUNCHER

RNG	ROF	AOE	POW
10	1	3	10

R

### FLAMETHROWER

RNG	ROF	AOE	POW
SP 6	1	—	12

L



### SPIKED FIST

RNG	POW	P+S
1	4	16

L



### RIP SAW

RNG	POW	P+S
1	5	17

R

### DAMAGE

1 2 3 4 5 6

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

PC  
18


FA  
C



## TORCH


### TORCH 1

**BOND [STRAKHOV]** – If this model begins the game in Strakhov's battlegroup, it is bonded to him. This model is not considered to be bonded while under your opponent's control. If this model is bonded to Strakhov and begins its activation in his control range, it gains Sprint that activation. (At the end of an activation in which it destroyed or removed from play one or more enemy models with melee attacks, a model with Sprint can immediately make a full advance, then its activation ends.)

**RELENTLESS CHARGE** – While advancing as part of a charge, this model gains Pathfinder .

### GRENADE LAUNCHER

**ARCING FIRE** – When attacking with this weapon, this model can ignore intervening models except those within 1" of 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, ignoring intervening models. While a model is within the AOE, it loses Stealth  and models can ignore cloud effects when determining LOS to it. The AOE remains in play for one turn.

### RIP SAW

**SUSTAINED ATTACK** – During this model's activation, when it makes an attack with this weapon against the last model hit by the weapon this activation, the attack automatically hits.



# CONQUEST

## KHADOR COLOSSAL WARJACK

2016 v1



### CONQUEST

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	19	6	4	7	20	—




### MAIN GUNS

	RNG	ROF	AOE	POW
	15	1	4	15

S


### LEFT FIELD OF FIRE

#### SECONDARY BATTERY

	RNG	ROF	AOE	POW
	12	2	3	10

L

#### FIST


	RNG	POW	P+S
	2	4	23

L




### RIGHT FIELD OF FIRE

#### SECONDARY BATTERY

	RNG	ROF	AOE	POW
	12	2	3	10

R

#### FIST

	RNG	POW	P+S
	2	4	23

R



PC  
37

FA  
2



# CONQUEST

## MAIN GUNS

**CRITICAL DEVASTATION** – On a critical hit, models hit are thrown d6" directly away from the attacker. Roll distance once for all models affected. Models thrown do not deviate. Move models farthest from the attacker first. Instead of suffering blast damage, models hit but not directly hit suffer a damage roll with POW equal to half the POW of this weapon. The POW of collateral damage is equal to half the POW of this weapon.

## SECONDARY BATTERY

**CREEPING BARRAGE** – Instead of attacking with this weapon during this model's activation, if it is not currently crippled you can place one 4" AOE anywhere completely within this weapon's RNG and field of fire, centered on a point in this model's LOS, ignoring intervening models. A model entering or ending its activation in the AOE suffers an unboostable POW 10 blast damage roll. The AOE remains in play for one round. If this model is destroyed or removed from play, immediately remove the AOE from play.

**HIGH-EXPLOSIVE** – Blast damage caused by this weapon is POW 10.





# CONQUEST

## KHADOR COLOSSAL WARJACK

2016 v1



### LEFT DAMAGE

1 2 3 4 5 6


			S	S	
	L	L	L	S	C
L	L	C	C	C	C
L	C	M	M	M	M

### RIGHT DAMAGE


1 2 3 4 5 6

S	S				
C	S	R	R	R	
C	C	C	C	R	R
M	M	M	M	C	R

## COLOSSAL POWER ATTACKS

Any colossal can make head-butt, slam, and trample power attacks. A colossal with at least one non-crippled melee weapon with a location of L or R can make sweep power attacks. A colossal with at least one non-crippled weapon with the Open Fist  weapon quality can make power strike and throw power attacks.

**HEAD-BUTT AND SLAM REVISITED** – Head-butt and slam power attacks made by a colossal have a 2" melee range. Smaller-based models hit by a slam power attack made by a colossal are moved an additional 2".

**POWER STRIKE** – A colossal must have at least one non-crippled weapon with the Open Fist  weapon quality to make a power strike power attack. The power strike power attack has a melee range equal to that weapon's melee range. Its target must be in the Open Fist's field of fire and have a smaller base than the colossal.

The colossal makes a melee attack against the target. If the attack hits, the target is slammed  $d6 + 2$ " directly away from the colossal and suffers a power attack damage roll.

**SWEEP** – A colossal chooses a non-crippled melee weapon with a location of L or R to make a sweep power attack. It makes one melee attack with the weapon against each model in the weapon's field of fire that is within the weapon's melee range, ignoring intervening models when determining LOS. This power attack does not require a target, but each separate attack does. These attacks are simultaneous. Models hit suffer a power attack damage roll.



# VICTOR

## KHADOR COLOSSAL WARJACK

2016 v1



### VICTOR

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	19	6	4	7	20	—



### SIEGE MORTAR

RNG	ROF	AOE	POW
20	1	5	15

S

### LEFT FIELD OF FIRE

#### AUTO CANNON

RNG	ROF	AOE	POW
10	d3	—	12

L

### RIGHT FIELD OF FIRE

#### AUTO CANNON

RNG	ROF	AOE	POW
10	d3	—	12

R

#### FIST

RNG	POW	P+S
2	4	23

L



#### FIST

RNG	POW	P+S
2	4	23

R



PC  
38

FA  
2





## VICTOR

### SIEGE MORTAR

**ARCING FIRE** – When attacking with this weapon, this model can ignore intervening models except those within 1" of the target.


**ATTACK TYPE** – Each time this weapon is used to make an attack, choose one of the following special rules:

- **CRATER** – The AOE is rough terrain and remains in play for one round.
- **FLARE** – Models hit by this attack lose Stealth and suffer –2 DEF for one turn.
- **INCENDIARY** – This attack causes fire damage , and models hit suffer the Fire continuous effect .

**INACCURATE** – This model suffers –4 to attack rolls with this weapon.

**MINIMUM RANGE [6"]** – Attacks made with this weapon cannot target models within 6" of this model.

### AUTO CANNON

**FLAK FIRE** – This model gains an additional die on attack rolls with this weapon against models with Flight .



# VICTOR

## KHADOR COLOSSAL WARJACK

2016 v1



### LEFT DAMAGE

1 2 3 4 5 6


			S	S	
	L	L	L	S	C
L	L	C	C	C	C
L	C	M	M	M	M

### RIGHT DAMAGE


1 2 3 4 5 6

S	S				
C	S	R	R	R	
C	C	C	C	R	R
M	M	M	M	C	R

## COLOSSAL POWER ATTACKS

Any colossal can make head-butt, slam, and trample power attacks. A colossal with at least one non-crippled melee weapon with a location of L or R can make sweep power attacks. A colossal with at least one non-crippled weapon with the Open Fist  weapon quality can make power strike and throw power attacks.

**HEAD-BUTT AND SLAM REVISITED** – Head-butt and slam power attacks made by a colossal have a 2" melee range. Smaller-based models hit by a slam power attack made by a colossal are moved an additional 2".

**POWER STRIKE** – A colossal must have at least one non-crippled weapon with the Open Fist  weapon quality to make a power strike power attack. The power strike power attack has a melee range equal to that weapon's melee range. Its target must be in the Open Fist's field of fire and have a smaller base than the colossal.

The colossal makes a melee attack against the target. If the attack hits, the target is slammed  $d6 + 2$ " directly away from the colossal and suffers a power attack damage roll.

**SWEEP** – A colossal chooses a non-crippled melee weapon with a location of L or R to make a sweep power attack. It makes one melee attack with the weapon against each model in the weapon's field of fire that is within the weapon's melee range, ignoring intervening models when determining LOS. This power attack does not require a target, but each separate attack does. These attacks are simultaneous. Models hit suffer a power attack damage roll.



# WINTER GUARD GUN CARRIAGE

KHADOR BATTLE ENGINE

2016 v1



## GUN CARRIAGE

SPD	STR	MAT	RAT	DEF	ARM	CMD
8	14	6	5	9	20	10



## HEAVY CANNON

RNG	ROF	AOE	POW
12	1	4	16

L

## HEAVY CANNON

RNG	ROF	AOE	POW
12	1	4	16

R

## MILITARY RIFLE

RNG	ROF	AOE	POW
10	1	—	11

—

## MOUNT

RNG	POW
0.5	14

—



DAMAGE

PC  
18

FA  
2



## WINTER GUARD GUN CARRIAGE

### GUN CARRIAGE

**DUAL ATTACK** – This model can make melee and ranged attacks in the same activation. When this model makes its initial melee attacks or a power attack, it can also make its initial ranged attacks. This model can make ranged attacks even while in melee.

**REPOSITION [3"]** – At the end of an activation in which it did not run or fail a charge, this model can advance up to 3", then its activation ends.

**TRAMPLE POWER ATTACK** – This model can make trample power attacks.

### HEAVY CANNON

**CRATER** – The AOE is rough terrain and remains in play for one round.

### MILITARY RIFLE

**REAR ATTACK** – When declaring attacks with this weapon, this model can target models in its back arc.

### MOUNT

**MOMENTUM** – A small- or medium-based model directly hit by this attack is slammed d3" directly away from this model. The POW of collateral damage is equal to the POW of this weapon. In addition to suffering a normal damage roll, large-based models hit by this attack become knocked down.

**TRAMPLING HOOVES** – This model can make charge attacks with this weapon in addition to making impact attacks.





# FENRIS

KHADOR DOOM REAVER SOLO

2016 v1



## FENRIS I

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



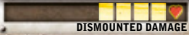
## FELLBLADE

	RNG	POW	P+S
	2	5	12



## MOUNT

	RNG	POW
	0.5	12



PC  
9

FA  
C






## FENRIS

### FENRIS 1

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

**DRAGOON** – While mounted, this model has base SPD 8 and base ARM 16. While dismounted, it has base SPD 6 and base ARM 14 and loses Reposition [3"].

**LEADERSHIP [DOOM REAVERS]** – Friendly Doom Reaper models beginning their activations in this model's command range gain Relentless Charge that activation.

**RELENTLESS CHARGE** – While advancing as part of a charge, this model gains Pathfinder .

**REPOSITION [3"]** – At the end of an activation in which it did not run or fail a charge, this model can advance up to 3", then its activation ends.

**SPELL WARD** – This model cannot be targeted by spells.



# IRON FANG KHORNIK

## KHADOR SOLO


2016 v1



### KOVNIK

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	8	4	12	15	10

### GREAT AXE

	RNG	POW	P+S
	1	5	12



MODEL A'S DAMAGE

MODEL B'S DAMAGE

PC  
4

FA  
2



## IRON FANG KOVNIK

### KOVNIK

**LEADERSHIP [IRON FANG]** – While in this model's command range, friendly Iron Fang models gain Precision Strike.

**NO SLEEPING ON THE JOB [IRON FANG]** – This model and friendly Iron Fang models in its command range cannot become knocked down.

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

**UNYIELDING** – While engaging an enemy model, this model gains +2 ARM.



# KOLDUN LORD

## KHADOR GREYLORD SOLO

2016 v1



### KOLDUN LORD

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



### RUNE AXE

	RNG	POW	P+S
	1	5	10



MODEL A'S DAMAGE

MODEL B'S DAMAGE

PC  
4

FA  
2





## KOLDUN LORD

### KOLDUN LORD

**BATTLE WIZARD** – Once per turn, when this model destroys one or more enemy models with a melee attack during its activation, immediately after the attack is resolved it can make one Magic Ability special attack or special action.

**LEADERSHIP [GREYLORDS]** – While in this model's command range, friendly Greylord models gain Battle Wizard.

### **MAGIC ABILITY [8]**

- **FROSTBITE (★ATTACK)** – Frostbite is a RNG SP 8 magic attack. Models hit suffer a POW 12 cold damage roll ❄️.
- **ICE CAGE (★ATTACK)** – Ice Cage is a RNG 10 magic attack. A model hit suffers a cumulative –2 DEF for one turn unless it has Immunity: Cold ❄️. When a model without Immunity: Cold ❄️ is hit with three or more Ice Cage attacks the same turn, it becomes stationary for one round.
- **WIND RAVAGER (★ACTION)** – While in this model's command range, enemy models cannot make ranged attacks. Wind Ravager lasts for one round.

### RUNE AXE

**CRITICAL DISPEL** – On a critical hit, upkeep spells and animi on the model/unit hit immediately expire.



# KHOUNIK ANDREI MALAKOV

KHADOR SOLO

2016 v1



## MALAKOV I

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

## HAND CANNON



RNG	ROF	AOE	POW
12	1	—	12

## MECHANIKA BLADE



RNG	POW	P+S
0.5	5	11



FOCUS

4



DAMAGE

PC  
4

FA  
C





## KOUNIK ANDREI MALAKOV

SPELLS	COST	RNG	AOE	POW	DUR	OFF
--------	------	-----	-----	-----	-----	-----

<b>RAZOR WIND</b>	2	10	-	12	-	YES
-------------------	---	----	---	----	---	-----

A blade of wind slices through the target model.

<b>REDLINE</b>	2	6	-	-	UP	NO
----------------	---	---	---	---	----	----

Target warjack in the spellcaster's battlegroup gains +2 STR and SPD and can run, charge, or make slam or trample power attacks without spending focus. At the end of each of its activations, the affected warjack suffers d3 damage points.

### MALAKOV I

**BATTLERGROUP CONTROLLER** – This model is not a warcaster but has the following warcaster special rules: Battlegroup Commander, Control Range, Focus Manipulation, Power Field, and Spellcaster. This model must have at least one warjack in its battlegroup at the start of the game.

**SUCKER!** – If this model is directly hit by an enemy ranged attack, choose a friendly non-incorporeal warrior model within 3" of it to be directly hit instead. That model is automatically hit and suffers all damage and effects.





# KHOUNIK JOZEF GRIGOROVICH

## KHADOR WINTER GUARD SOLO

2016 v1




### GRIGOROVICH I


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



### HAND CANNON

	RNG	ROF	AOE	POW
	12	1	—	12

### SABER

	RNG	POW	P+S
	0.5	4	12


  
 DAMAGE

PC  
4

FA  
C





## KOUNIK JOZEF GRIGOROVICH

### GRIGOROVICH I

**BATTLE PLAN** – At any time during this model's activation, it can use one of the following plans. A friendly Faction unit can be affected by only one plan each turn.

- **BEAR'S STRENGTH** – RNG CMD. Target friendly Winter Guard unit. If the unit is in range, models in the unit gain +4 STR. Bear's Strength lasts for one round.
- **COURAGE OF THE FOREFATHERS** – RNG CMD. Target friendly Winter Guard unit. If the unit is in range, models in the unit gain Tough ☒. Courage of the Forefathers lasts for one round.
- **FOR THE MOTHERLAND** – RNG CMD. Target friendly Winter Guard unit. If the unit is in range, models in the unit gain boosted attack rolls. For the Motherland lasts for one turn.

**SACRIFICIAL PAWN [WINTER GUARD]** – When this model is directly hit by an enemy ranged attack, you can have one friendly, non-incorporeal Winter Guard model within 3" of it directly hit instead. That model is automatically hit and suffers all damage and effects.



# MANHUNTER

KHADOR SOLO

2016 v1



## MANHUNTER

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



## AXE

RNG	POW	P+S
0.5	3	11



MODEL A'S DAMAGE

MODEL B'S DAMAGE

PC  
4

FA  
2





# MANHUNTER





# MAN-O-WAR DRAKHUN

KHADOR SOLO

2016 v1



## DRAKHUN

SPD	STR	MAT	RAT	DEF	ARM	CMD
7/4	9	8	6	10	18/16	7



## SHIELD CANNON

RNG	ROF	AOE	POW
6	1	—	14



## ANNIHILATOR BLADE

RNG	POW	P+S
2	5	14



## MOUNT

RNG	POW
0.5	14



MODEL A'S MOUNTED DAMAGE



MODEL A'S DISMOUNTED DAMAGE



MODEL B'S MOUNTED DAMAGE



MODEL B'S DISMOUNTED DAMAGE

PC  
9

FA  
2





## MAN-O-WAR DRAKHUN

### DRAKHUN

**COUNTERCHARGE** – When an enemy model advances and ends its movement within 6" of this model and in its LOS, this model can immediately charge it. This model can use Countercharge only once per round and not while engaged.

**DRAGOON** – While mounted, this model has base SPD 7 and base ARM 18. While dismounted, it has base SPD 4 and base ARM 16 and loses Counter charge, Reposition [3"], and Steady.

**REPAIRABLE** – This model can be targeted with Repair special actions as if it were a construct model.

**REPOSITION [3"]** – At the end of an activation in which it did not run or fail a charge, this model can advance up to 3", then its activation ends.

**STEADY** – This model cannot become knocked down.

### MOUNT

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



# MAN-O-WAR KOVNIK

## KHADOR SOLO

2016 v1



### KOVNIK

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	9	8	6	10	16	9



### CANNON SHOT

	RNG	ROF	AOE	POW
	8	1	—	14

### AXE CANNON

	RNG	POW	P+S
	1	6	15

### SHIELD

	RNG	POW	P+S
	0.5	2	11



MODEL A'S DAMAGE

MODEL B'S DAMAGE

PC  
5


FA  
2



## MAN-O-WAR KOVNIK

### KOVNIK

**DESPERATE PACE [MAN-O-WAR] (★ACTION)** - RNG CMD. Target Friendly Man-O-War unit. If the unit is in range, Man-O-War models in the unit gain +2" movement during their Normal Movement this turn.

**DRIVE: ASSAULT** - When a warjack under this model's control begins a charge while in its command range, the warjack gains Assault  when resolving the charge.

**REPAIRABLE** - This model can be targeted with Repair special actions as if it were a construct model.

**SLAM POWER ATTACK** - This model can make slam power attacks.





# UHLAN KOUNIK MARKOV

## KHADOR IRON FANG SOLO

2016 v1



### MARKOV I

SPD	STR	MAT	RAT	DEF	ARM	CMD
8	6	8	4	12	18	10



### CONCUSSION LANCE

RNG	POW	P+S
*	10	16

### POMMEL SPIKE

RNG	POW	P+S
1	4	10

### MOUNT

RNG	POW
0.5	12

DAMAGE

PC  
7


FA  
C



# UHLAN KOUNIK MARKOV

## MARKOV I

**REPOSITION [3"]** – At the end of an activation in which it did not run or fail a charge, this model can advance up to 3", then its activation ends.

**RELENTLESS CHARGE** – While advancing as part of a charge, this model gains Pathfinder .

**STEADY** – This model cannot become knocked down.

**TACTICIAN [IRON FANG]** – While in this model's command range, friendly Iron Fang models ignore other friendly Iron Fang models when determining LOS. Friendly Iron Fang models can advance through other friendly Iron Fang models in this model's command range if they have enough movement to move completely past them.

## CONCUSSION LANCE

**LANCE** – This weapon can be used only to make charge attacks. This weapon's RNG is 0 unless this model charges. When this model charges, this weapon's RNG is 2 until the charge attack is resolved.

**WARHEAD** – When this model directly hits a model with this weapon, you can center a 4" AOE on the model directly hit. Models in the AOE are hit and suffer a POW 10 blast damage roll. This damage is not considered to have been caused by an attack. On a critical hit, models in the AOE become knocked down. This model is not affected by Warhead.

## POMMEL SPIKE

**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 becomes knocked down.



# WAR DOG

KHADOR SOLO

2016 v1




## WAR DOG

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	7	6	1	13	14	3



## BITE

	RNG	POW	P+S
	0.5	4	11

  
DAMAGE

PC  
3

FA  
1





## WAR DOG

**ATTACHED** – Before the start of the game, attach this model to a friendly Faction warcaster for the rest of the game. Each Faction warcaster can have only one model/unit attached to it.

### WAR DOG

**COUNTERCHARGE** – When an enemy model advances and ends its movement within 6" of this model and in its LOS, this model can immediately charge it. This model can use Countercharge only once per round and not while engaged.

**GUARD DOG** – While this model is within 3" of its warcaster and is not knocked down or stationary, its warcaster gains Parry (⊗) and +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.



# WIDOWMAKER MARKSMAN

KHADOR SOLO

2016 v1



## MARKSMAN


SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	4	8	14	11	8



## VANAR LIBERATOR

	RNG	ROF	AOE	POW
	14	1	—	12

## SWORD

	RNG	POW	P+S
	0.5	3	8



PC  
4

FA  
1



## WIDOWMAKER MARKSMAN

### MARKSMAN

**LEADERSHIP [WIDOWMAKERS]** – While in this model's command range, friendly Widowmaker models gain Swift Hunter.

**MARKSMAN** – When damaging a warjack or warbeast with a ranged attack, choose which column or branch suffers damage.

**SWIFT HUNTER** – When this model destroys one or more enemy models with a basic ranged attack, immediately after the attack is resolved it can advance up to 2".

### VANAR LIBERATOR

**DEADLY SHOT** – Instead of making a damage roll to resolve an attack with this weapon, you can choose to have a model hit by this weapon suffer 3 damage points instead. A model disabled by this attack cannot make a Tough roll.



# WINTER GUARD ARTILLERY KAPITAN

## KHADOR SOLO

2016 v1



### ARTILLERY KAPITAN

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



### BLUNDERBUSS

	RNG	ROF	AOE	POW
	8	1		12

### AXE

	RNG	POW	P+S
	0.5	3	9

MODEL A'S DAMAGE

MODEL B'S DAMAGE

PC  
3

FA  
2





## WINTER GUARD ARTILLERY KAPITAN

### ARTILLERY KAPITAN

**ARTILLERIST (★ACTION)** – RNG CMD. Target friendly Faction model gains +2 RAT when making its next AOE ranged attack this turn. If the attack does not directly hit, you can reroll the direction and/or distance of its deviation. Each roll can be rerolled only once as a result of Artillerist.

**CLOSE FIRE (★ACTION)** – RNG CMD. Target friendly Faction weapon crew unit. If the unit is in range, models in the unit gain Clear! Close Fire lasts for one turn. (Ranged attacks against friendly models made by a model with Clear! automatically miss.)

**FIRE & DISPLACE (★ACTION)** – RNG CMD. Target friendly Faction weapon crew unit. If the unit is in range, it gains Reposition [2"]. Fire & Displace lasts for one turn. (At the end of an activation in which it did not run or fail a charge, a model with Reposition [2"] can advance up to 2", then its activation ends.)





# YURI THE AXE

KHADOR SOLO

2016 v1




## YURI 1

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



## GREAT AXE

	RNG	POW	P+S
	2	5	13



PC  
6

FA  
C





## YURI THE AXE

### YURI I

**ELITE CADRE [KOSSITE WOODSMEN AND MANHUNTERS]** – Friendly Kossite Woodsmen and Manhunters gain Treewalker.

**TREEWALKER** – This model ignores forests when determining LOS. While completely within a forest, this model gains +2 DEF against melee attack rolls.

### GREAT AXE

**THRESHER (★ATTACK)** – This model makes one melee attack with this weapon against each model in its LOS that is in this weapon's melee range. Thresher attacks are simultaneous.



# ASSAULT KOMMANDO FLAME THROWER

KHADOR WEAPON ATTACHMENT

2016 v1



## KOMMANDO

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	6	6	12	14	8



## FLAME THROWER



RNG	ROF	AOE	POW
SP 8	1	—	12





## ASSAULT KOMMANDO FLAME THROWER

**ATTACHMENT [ASSAULT KOMMANDOS]** – This attachment can be added to an Assault Kommando unit.

### KOMMANDO

**ALCHEMICAL MASK** – This model does not suffer gas effects. When determining LOS or resolving attacks, this model ignores cloud effects.



# ASSAULT KOMMANDOS

KHADOR UNIT

2016 v1



## LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	6	6	12	14	8



## CARBINE

	RNG	ROF	AOE	POW
	10	1	—	*

## GUN BLADE

	RNG	POW	P+S
	0.5	3	9


PC

Leader & 5 Grunts  
Leader & 9 Grunts

10  
16

FA  
2





## ASSAULT KOMMANDOS

### LEADER & GRUNTS

**ALCHEMICAL MASK** – This model does not suffer gas effects. When determining LOS or resolving attacks, this model ignores cloud effects.

**SHIELD WALL (ORDER)** – Until the start of their next activation, each affected model gains +4 ARM 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.

### CARBINE

**ATTACK TYPE** – Each time this weapon is used to make an attack, choose one of the following special rules:

- **CARBINE** – This weapon becomes POW 10.
- **STRANGLE GAS** – This attack causes no damage. If it misses, nothing happens. On a direct hit, center a 3" AOE on the model hit. The AOE is a gas effect that remains in play for one round. While in the AOE, living models lose Tough ☒ and cannot have damage removed from them.

### GUN BLADE

**BRUTAL CHARGE** – This model gains +2 to charge attack damage rolls with this weapon.



# BATTLE MECHANIK OFFICER

KHADOR COMMAND ATTACHMENT

2016 v1




## OFFICER

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	9	6	4	11	16	8



## WRENCH

	RNG	POW	P+S
	0.5	4	13

  
DAMAGE

PC  
3

FA  
3





## BATTLE MECHANIK OFFICER

**ATTACHMENT [BATTLE MECHANIK]** – This attachment can be added to a Battle Mechanik unit.

### OFFICER

**GIRDED** – This model and friendly models B2B with it do not suffer blast damage.

**REPAIR [d3 + 3] (★ACTION)** – RNG B2B. Target friendly Faction construct model. If the model is in range, remove d3 + 3 damage points from it.

**REPAIRABLE** – This model can be targeted with Repair special actions as if it were a construct model.





# BATTLE MECHANIKS

KHADOR UNIT


2016 v1



## LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	5	4	12	12	6

## MONKEY WRENCH

	RNG	POW	P+S
	0.5	2	8

PC

Leader & 3 Grunts  
Leader & 5 Grunts

3  
5

FA  
3





## BATTLE MECHANICS

### LEADER & GRUNTS

**REPAIR [d3] (★ACTION)** – RNG B2B. Target friendly Faction construct model. If the model is in range, remove d3 damage points from it.



# BLACK DRAGON OFFICER & STANDARD

KHADOR IRON FANG COMMAND ATTACHMENT

2016 v1

## OFFICER

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	8	4	12	14	8



## BLASTING PIKE

RNG	POW	P+S
2	7	13

## STANDARD BEARER

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	7	4	12	14	8



OFFICER'S DAMAGE

PC Officer & Standard

4

FA  
2



## BLACK DRAGON OFFICER & STANDARD

**ATTACHMENT [BLACK DRAGON]** – This attachment can be added to a Black Dragon unit.

### OFFICER

**IRON ZEAL** – This model can use Iron Zeal once per game at any time during its unit's activation. Models in this unit gain +3 ARM and cannot become stationary or knocked down. Models are not affected while out of formation. Iron Zeal lasts for one round.

**PRACTICED MANEUVERS** – Each model in this unit can ignore other models in this unit when determining LOS and can advance through them if it has enough movement to move completely past them.

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

**TACTICS: SIDE STEP** – Models in this unit gain Side Step. (When a model with Side Step hits an enemy model with an initial melee attack or a melee special attack, the model with Side Step can advance up to 2" after the attack is resolved.)

### STANDARD BEARER

**PRACTICED MANEUVERS** – See above.

**STANDARD BEARER** – While this model is within 5" of its unit commander, the unit commander gains +2 CMD.

**TAKE UP** – If this model is destroyed, you can choose a Grunt in this unit within 1" of it to be destroyed instead. Effects on this model expire, and it gains the effects on the chosen Grunt. Remove the Grunt from the table instead of this model. This model has the same number of unmarked damage boxes as the chosen Grunt.

### BLASTING PIKE

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



# BLACK DRAGONS

## KHADOR IRON FANG UNIT

2016 v1




### LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	7	4	12	14	8



### BLASTING PIKE

	RNG	POW	P+S
	2	7	13

PC

Leader & 5 Grunts  
Leader & 9 Grunts

10  
17

FA  
2





## BLACK DRAGONS

### LEADER & GRUNTS

**PRACTICED MANEUVERS** – Each model in this unit can ignore other models in this unit when determining LOS and can advance through them if it has enough movement to move completely past them.

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

**SHIELD WALL (ORDER)** – Until the start of their next activation, each affected model gains +4 ARM 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 becomes knocked down.



# DOOM REAPER SWORDSMEN

KHADOR UNIT

2016 v1



## LEADER & GRUNTS

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



## FELLBLADE

	RNG	POW	P+S
	2	5	12



PC

Leader & 5 Grunts

13

FA  
U





## DOOM REAPER SWORDSMEN

### LEADER & GRUNTS

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

**SPELL WARD** – This model cannot be targeted by spells.





# GREAT BEARS OF THE GALLOSWOOD

## KHADOR IRON FANG UNIT

2016 v1



### VOLKOV 1

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



### GREAT AXE

RNG	POW	P+S
2	4	11

### KOLSK & YAROVICH 1

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



### GREAT AXE

RNG	POW	P+S
2	4	11

VOLKOV'S DAMAGE



KOLSK'S DAMAGE



YAROVICH'S DAMAGE



PC

Volkov, Kolsk & Yarovich 9

FA  
C





## GREAT BEARS OF THE GALLOWSWOOD

### VOLKOV, KOLSK & YAROVICH I

**FLANK [ANOTHER MODEL IN THIS UNIT]** - When this model makes a melee attack against an enemy model engaged by another model in this unit, this model gains +2 to attack rolls and gains an additional damage die.

**RAPID STRIKE** - This model can make one additional melee attack each Combat Action.

**RELENTLESS CHARGE** - While advancing as part of a charge, this model gains Pathfinder

**WALL OF STEEL** - While this model is B2B with one or more models in its unit, it gains +2 ARM.



# GREYLORD ESCORT

KHADOR COMMAND ATTACHMENT

2016 v1




## GREYLORD ESCORT

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



## ORGOTH STAFF

	RNG	POW	P+S
	2	5	10



PC  
3

FA  
U





## GREYLORD ESCORT

**ATTACHMENT [DOOM REAVER SWORDSMEN]** – This attachment can be added to a Doom Reaver Swordsmen unit.

### GREYLORD ESCORT

**GRANTED: RISE** – While this model is in formation, models in its unit that are in formation and knocked down at the beginning of your Maintenance Phase stand up.

**GRANTED: SILENCE** – While this model is in formation, models in its unit do not have to make Berserk attacks.

### **MAGIC ABILITY [7]**

- **FROSTBITE (★ATTACK)** – Frostbite is a RNG SP 8 magic attack. Models hit suffer a POW 12 cold damage roll ❄️.
- SPELL WARD** – This model cannot be targeted by spells.

# GREYLOAD OUTRIDERS

KHADOR UNIT

2016 v1



## LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
9	5	5	4	13	15	9



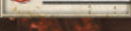
## RUNE AXE

RNG	POW	P+S
1	5	10



## MOUNT

RNG	POW
0.5	10



MODEL A'S DAMAGE

MODEL B'S DAMAGE

MODEL C'S DAMAGE

MODEL D'S DAMAGE


MODEL E'S DAMAGE

PC

Leader & 2 Grunts  
Leader & 4 Grunts

12  
20

FA  
2



## GREYLOAD OUTRIDERS

### LEADER & GRUNTS

#### **MAGIC ABILITY [6]**

- **FROSTBITE (★ATTACK)** – Frostbite is a RNG SP 8 magic attack. Models hit suffer a POW 12 cold damage roll ❄️.
- **WINTER'S WIND (★ACTION)** – RNG 5. Target friendly Faction model with Immunity: Cold ❄️. If the model is in range, it gains Freezer. Winter's Wind lasts for one round. (When an enemy model without Immunity: Cold ends its activation within 2" of a model with Freezer, the enemy model becomes stationary for one round.)

**SNOW-WREATHED** – This model has concealment.

**REPOSITION [5"]** – At the end of an activation in which it did not run or fail a charge, this model can advance up to 5", then its activation ends.



# GREYLOARD TEARNION

KHADOR UNIT

2016 v1



## LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	5	4	13	13	7



## RUNE AXE

RNG	POW	P+S
1	5	10




PC

Leader & 2 Grunts

7

FA  
3





## GREYLOAD TERNION

### LEADER & GRUNTS

#### MAGIC ABILITY [7]

- **BLIZZARD (★ACTION)** – RNG 5. Target friendly Faction model. If the model is in range, center a 3" AOE cloud effect on it. The AOE remains centered on the model for one round. If the target model is destroyed or removed from play, remove the AOE from play.
- **FROSTBITE (★ATTACK)** – Frostbite is a RNG SP 8 magic attack. Models hit suffer a POW 12 cold damage roll ❄️.
- **ICE CAGE (★ATTACK)** – Ice Cage is a RNG 10 magic attack. A model hit suffers a cumulative -2 DEF for one turn unless it has Immunity: Cold ❄️. When a model without Immunity: Cold ❄️ is hit with three or more Ice Cage attacks the same turn, it becomes stationary for one round.





# IRON FANG PIKEMEN

## KHADOR UNIT

2016 v1



### LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	7	4	12	14	8



### BLASTING PIKE

RNG	POW	P+S
2	7	13



PC

Leader & 5 Grunts  
Leader & 9 Grunts

9  
15

FA  
U





## IRON FANG PIKEMEN

### LEADER & GRUNTS

**SHIELD WALL (ORDER)** – Until the start of their next activation, each affected model gains +4 ARM 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 becomes knocked down.



# IRON FANG PIKEMEN OFFICER & STANDARD

KHADOR COMMAND ATTACHMENT

2016 v1

## OFFICER

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	8	4	12	14	8



## BLASTING PIKE

RNG	POW	P+S
2	7	13



## STANDARD BEARER

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	7	4	12	14	8



OFFICER'S DAMAGE

PC Officer & Standard

4

FA  
U



## IRON FANG PIKEMEN OFFICER & STANDARD

**ATTACHMENT [IRON FANG PIKEMEN]** – This attachment can be added to an Iron Fang Pikemen unit.

### OFFICER

**DEFENSIVE FORMATION** – This model can use Defensive Formation once per game at any time during its unit's activation. This activation, models in this unit currently in formation gain Reposition [5"]. Additionally, at the end of this activation any previous orders this unit was issued expire and this unit is affected by the Shield Wall order. (At the end of an activation in which it did not run or fail a charge, a model with Reposition [5"] can advance up to 5", then its activation ends.)

**TACTICS: RELENTLESS CHARGE** – Models in this unit gain Relentless Charge. (While advancing as part of a charge, a model with Relentless Charge gains Pathfinder (👤).)

### STANDARD BEARER

**STANDARD BEARER** – While this model is within 5" of its unit commander, the unit commander gains +2 CMD.

**TAKE UP** – If this model is destroyed, you can choose a Grunt in this unit within 1" of it to be destroyed instead. Effects on this model expire, and it gains the effects on the chosen Grunt. Remove the Grunt from the table instead of this model. This model has the same number of unmarked damage boxes as the chosen Grunt.

### BLASTING PIKE

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

# IRON FANG UHLANS

KHADOR UNIT

2016 v1



## LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
8	6	7	4	12	17	9



## BLASTING LANCE

RNG	POW	P+S
*	10	16

## POMMEL SPIKE

RNG	POW	P+S
1	4	10

## MOUNT

RNG	POW
0.5	12

MODEL A'S DAMAGE

MODEL B'S DAMAGE

MODEL C'S DAMAGE

MODEL D'S DAMAGE

MODEL E'S DAMAGE

PC

Leader & 2 Grunts  
Leader & 4 Grunts

12  
20


FA  
2





## IRON FANG UHLANS

### LEADER & GRUNTS

**RELENTLESS CHARGE** – While advancing as part of a charge, this model gains Pathfinder .

**REPOSITION [3"]** – At the end of an activation in which it did not run or fail a charge, this model can advance up to 3", then its activation ends.

**STEADY** – This model cannot become knocked down.

**WALL OF STEEL** – While this model is B2B with one or more models in its unit, it gains +2 ARM.

### BLASTING LANCE

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

**LANCE** – This weapon can be used only to make charge attacks. This weapon's RNG is 0 unless this model charges. When this model charges, this weapon's RNG is 2 until the charge attack is resolved.

### POMMEL SPIKE

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

### MOUNT

**CRITICAL KNOCKDOWN** – See above.



# KOLDUN KAPITAN VALACHEV

## KHADOR COMMAND ATTACHMENT

2016 v1



### VALACHEV I

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



### SABER

RNG	POW	P+S
0.5	4	9



DAMAGE

PC  
4

FA  
C





## KOLDUN HAPITAN VALACHEU

**ATTACHMENT [SMALL- OR MEDIUM-BASED MERCENARY]** – This attachment can be added to a small- or medium-based Mercenary unit.

### VALACHEU I

**BATTLE WIZARD** – Once per turn, when this model destroys one or more enemy models with a melee attack during its activation, immediately after the attack is resolved it can make one Magic Ability special attack or special action.

**GREY LORD** – This model is a Grey Lord model.

### **MAGIC ABILITY [7]**

- **DISBINDING (★ACTION)** – Enemy upkeep spells and animi on this model and its unit immediately expire.
- **FROSTBITE (★ATTACK)** – Frostbite is a RNG SP 8 magic attack. Models hit suffer a POW 12 cold damage roll ❄️.
- **ZEPHYR (★ACTION)** – Models in this unit can immediately advance up to 3”.

**RANKING OFFICER** – This model is a Ranking Officer. While this model is in play, models in its unit are Khador models instead of Mercenary models.





# KOSSITE WOODSMEN

KHADOR UNIT

2016 v1



## LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	5	4	13	11	7



## HUNTER'S WEAPON

	RNG	ROF	AOE	POW
	10	1	—	10

## HAND WEAPON

	RNG	POW	P+S
	0.5	3	8

PC

Leader & 5 Grunts  
Leader & 9 Grunts

7  
11

FA  
2



## KOSSITE WOODSMEN

### LEADER & GRUNTS

**AMBUSH** – You can choose not to deploy this unit at the start of the game. If it is not deployed normally, you can put it into play at the end of 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 all models in this unit in formation completely within 3" of the chosen table edge.

**PROWL** – While this model has concealment, it gains Stealth (☹).



# MAN-O-WAR BOMBARDIERS

KHADOR UNIT

2016 v1




## LEADER & GRUNTS


SPD	STR	MAT	RAT	DEF	ARM	CMD
4	9	7	5	10	16	7



## GRENADE CANNON

	RNG	ROF	AOE	POW
	10	1	3	14

## CHAIN BLADE

	RNG	POW	P+S
	1	4	13



MODEL A'S DAMAGE



MODEL B'S DAMAGE



MODEL C'S DAMAGE



MODEL D'S DAMAGE



MODEL E'S DAMAGE

PC

Leader & 2 Grunts  
Leader & 4 Grunts

10  
16

FA  
3





## MAN-O-WAR BOMBARDIERS

### LEADER & GRUNTS

**REPAIRABLE** – This model can be targeted with Repair special actions as if it were a construct model.

### GRENADE CANNON

**ARCING FIRE** – When attacking with this weapon, this model can ignore intervening models except those within 1" of the target.

### CHAIN BLADE

**CRITICAL SHRED** – On a critical hit with this weapon during this model's Combat Action, after the attack is resolved this model can make one additional attack with this weapon against the model hit.



# MAN-O-WAR DEMOLITION CORPS

2016 v1

## KHADOR UNIT



### LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	9	7	5	10	16	7

### ICE MAUL

	RNG	POW	P+S
	2	7	16



MODEL A'S DAMAGE



MODEL B'S DAMAGE



MODEL C'S DAMAGE



MODEL D'S DAMAGE



MODEL E'S DAMAGE

PC

Leader & 2 grunts  
Leader & 4 grunts

9  
15

FA  
3



## MAN-O-WAR DEMOLITION CORPS

### LEADER & GRUNTS

**REPAIRABLE** – This model can be targeted with Repair special actions as if it were a construct model.

### ICE MAUL

**CRITICAL FREEZE** – On a critical hit, the model hit becomes stationary for one round unless it has Immunity: Cold ❄️.

# MAN-O-WAR SHOCKTROOPER OFFICER

KHADOR COMMAND ATTACHMENT

2016 v1



## OFFICER

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	9	8	6	10	17	9



## SHIELD CANNON

RNG	ROF	AOE	POW
6	1	—	14

## FROST AXE

RNG	POW	P+S
2	6	15



PC  
4


FA  
3



## MAN-O-WAR SHOCKTROOPER OFFICER

**ATTACHMENT [MAN-O-WAR SHOCKTROOPERS]** – This attachment can be added to a Man-O-War Shocktrooper unit.

### OFFICER


**GRANTED: ASSAULT** – While this model is in formation, models in its unit gain Assault .

**REPAIRABLE** – This model can be targeted with Repair special actions as if it were a construct model.

**TACTICS: STEADY** – Models in this unit gain Steady. (A model with Steady cannot become knocked down.)

**TACTICS: STURDY** – Models in this unit gain Sturdy. (A model with Sturdy cannot be pushed.)

### FROST AXE

**CRITICAL FREEZE** – On a critical hit, the model hit becomes stationary for one round unless it has Immunity: Cold .





# MAN-O-WAR SHOCKTROOPERS

KHADOR UNIT

2016 v1



## LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	9	7	5	10	17	7



## SHIELD CANNON

	RNG	ROF	AOE	POW
	6	1	—	14

## ANNIHILATOR BLADE

	RNG	POW	P+S
	2	5	14



MODEL A'S DAMAGE



MODEL B'S DAMAGE



MODEL C'S DAMAGE



MODEL D'S DAMAGE



MODEL E'S DAMAGE

PC

Leader & 2 Grunts  
Leader & 4 Grunts

10  
16

FA  
3





## MAN-O-WAR SHOCKTROOPERS

### LEADER & GRUNTS

**REPAIRABLE** – This model can be targeted with Repair special actions as if it were a construct model.

**SHIELD WALL (ORDER)** – Until the start of their next activation, each affected model gains +4 ARM 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.



# WIDOWMAKER SCOUTS

KHADOR UNIT

2016 v1



## LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	4	7	14	11	6



## HUNTING RIFLE

RNG	ROF	AOE	POW
14	1	—	10

## SWORD

RNG	POW	P+S
0.5	3	8

PC

Leader & 3 Grunts

8

FA  
1



## WIDOWMAKER SCOUTS

### LEADER & GRUNTS

**MARKSMAN** – When damaging a warjack or warbeast with a ranged attack, choose which column or branch suffers damage.

**SNIPER** – Instead of making a damage roll to resolve a ranged attack, this model can inflict 1 damage point. A model disabled by a ranged attack made by this model cannot make a Tough roll.



# WINTER GUARD FIELD GUN CREW

KHADOR WEAPON CREW UNIT

2016 v1



## GUNNER

SPD	STR	MAT	RAT	DEF	ARM	CMD
2	5	5	5	12	13	5



## FIELD GUN

RNG	ROF	AOE	POW
14	1	—	15

## AXE

RNG	POW	P+S
0.5	3	8

## GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	5	5	5	12	13	5

## BLUNDERBUSS

RNG	ROF	AOE	POW
8	1	—	12

## AXE

RNG	POW	P+S
0.5	3	8

PC

Gunner & 2 Grunts

4

FA  
2



## WINTER GUARD FIELD GUN CREW

### GUNNER

**MAN-SIZED** – This model is treated as a small-based model and occupies the space from the bottom of its base to a height of 1.75”.

**MOBILE ARTILLERY** – When this model advances as part of its Normal Movement, it gains +1” movement for each Grunt in this unit within 2” of it at the start of its advance.

**TAKE UP** – If this model is destroyed, you can choose a Grunt in this unit within 1” of it to be destroyed instead. Effects on this model expire, and it gains the effects on the chosen Grunt. Remove the Grunt from the table instead of this model. This model has the same number of unmarked damage boxes as the chosen Grunt.

### FIELD GUN

**KNOCKDOWN** – When a model is hit by an attack with this weapon, it becomes knocked down.



# WINTER GUARD INFANTRY

KHADOR UNIT

2016 v1



## LEADER & GRUNTS

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



## BLUNDERBUSS

	RNG	ROF	AOE	POW
	8	1	—	12

## AXE

	RNG	POW	P+S
	0.5	3	8

PC

Leader & 5 Grunts  
Leader & 9 Grunts

7  
11

FA  
U





## WINTER GUARD INFANTRY



# WINTER GUARD INFANTRY OFFICER & STANDARD

## KHADOR COMMAND ATTACHMENT

2016 v1



### OFFICER

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



### BLUNDERBUSS

RNG	ROF	AOE	POW
8	1	—	12

### AXE

RNG	POW	P+S
0.5	3	8

### STANDARD BEARER

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



### BLUNDERBUSS

RNG	ROF	AOE	POW
8	1	—	12

### AXE

RNG	POW	P+S
0.5	3	8

OFFICER'S DAMAGE



PC

Officer & Standard

4

FA  
U



## WINTER GUARD INFANTRY OFFICER & STANDARD

**ATTACHMENT [WINTER GUARD INFANTRY]** – This attachment can be added to a Winter Guard Infantry unit.

### OFFICER

**GRANTED: REPOSITION [3"]** – While this model is in formation, models in its unit gain Reposition [3"]. (At the end of an activation in which it did not run or fail a charge, a model with Reposition [3"] can advance up to 3", then its activation ends.)

**GRAPESHOT** – Once per game at any time during its unit's activation, this model can use Grapeshot. This activation, each model in this unit with a Blunderbuss ranged weapon loses Combined Ranged Attack ☉ and gains Gunfighter ☹, and the RNG of its Blunderbuss becomes SP 6 instead of RNG 8.

### STANDARD BEARER

**STANDARD BEARER** – While this model is within 5" of its unit commander, the unit commander gains +2 CMD.

**TAKE UP** – If this model is destroyed, you can choose a Grunt in this unit within 1" of it to be destroyed instead. Effects on this model expire, and it gains the effects on the chosen Grunt. Remove the Grunt from the table instead of this model. This model has the same number of unmarked damage boxes as the chosen Grunt.



# WINTER GUARD ROCKETEER

KHADOR WEAPON ATTACHMENT

2016 v1



## ROCKETEER

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

## ROCKET



RNG	ROF	AOE	POW
14	1	3	12

## AXE



RNG	POW	P+S
0.5	3	8

PC  
2

FA  
U



## WINTER GUARD ROCKETEER

**ATTACHMENT [WINTER GUARD INFANTRY OR WINTER GUARD RIFLE CORPS]** – This attachment can be added to a Winter Guard Infantry or Winter Guard Rifle Corps unit.

### ROCKET

**BRUTAL DAMAGE** – On a direct hit, gain an additional die on this weapon's damage rolls against the target directly hit.



# WINTER GUARD MORTAR CREW

## KHADOR WEAPON CREW UNIT

2016 v1




### GUNNER


SPD	STR	MAT	RAT	DEF	ARM	CMD
2	5	5	5	12	13	5



### MORTAR

	RNG	ROF	AOE	POW
	18	1	4	16

### AXE

	RNG	POW	P+S
	0.5	3	8


### GRUNT

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	5	5	5	12	13	5

### BLUNDERBUSS

	RNG	ROF	AOE	POW
	8	1	—	12

### AXE

	RNG	POW	P+S
	0.5	3	8

PC Gunner &amp; Grunt

5

FA  
2



## WINTER GUARD MORTAR CREW

### GUNNER

**MAN-SIZED** – This model is treated as a small-based model and occupies the space from the bottom of its base to a height of 1.75”.

**MOBILE ARTILLERY** – When this model advances as part of its Normal Movement, it gains +1” movement for each Grunt in this unit within 2” of it at the start of its advance.

**TAKE UP** – If this model is destroyed, you can choose a Grunt in this unit within 1” of it to be destroyed instead. Effects on this model expire, and it gains the effects on the chosen Grunt. Remove the Grunt from the table instead of this model. This model has the same number of unmarked damage boxes as the chosen Grunt.

### MORTAR

**ARCING FIRE** – When attacking with this weapon, this model can ignore intervening models except those within 1” of the target.

**HIGH-EXPLOSIVE** – Blast damage caused by this weapon is POW 10.

**INACCURATE** – This model suffers –4 to attack rolls with this weapon.

**MINIMUM RANGE [8”]** – Attacks made with this weapon cannot target models within 8” of this model.



# WINTER GUARD RIFLE CORPS

KHADOR UNIT

2016 v1



## LEADER & GRUNTS

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



## RIFLE



RNG	ROF	AOE	POW
14	1	—	10

## AXE



RNG	POW	P+S
0.5	3	8

PC

Leader & 5 Grunts  
Leader & 9 Grunts

8  
13

FA  
U



## WINTER GUARD RIFLE CORPS

### LEADER & GRUNTS

**PRACTICED MANEUVERS** – Each model in this unit can ignore other models in this unit when determining LOS and can advance through them if it has enough movement to move completely past them.