DEVASTATOR
KHADOR HEAVY WARJACK

The Devastator's flesh-rending explosions are a percussive melody more soothing to me than a mother's lullaby.
—Kommandant Zhukovy

Height/Weight: 11'5" / 16 tons
Armament: Twin Shield Fists (right and left arms), Rain of Death Grenade Launchers (integral)
Fuel Load/Burn Usage: 1,125 lbs / 4 hrs general, 45 mins combat
Initial Service Date: 598 AR
Cortex Manufacturer: Greylords Covenant
Orig. Chassis Design: Khadoran Mechaniks Assembly

Few things inspire the troops of the Khadoran Empire—or demoralize the soldiers of their enemies—like the sight of an advancing Devastator. Lumbering forward like a walking fortress, it is implacable. Even concentrated artillery fire only causes the Devastator to stagger before reaching its target and deploying its catastrophic ordnance.

Two decades ago, when the High Kommand requested a new, more heavily armored warjack chassis, the Mechaniks Assembly were quick to respond. They presented a truly monstrous design taking advantage of recent advances in mechanikal weaponry and capable of supporting almost a third more armor than the venerable Juggernaut. In its closed configuration its plates interlock to give the Devastator full armored protection nearly impossible to breach. As a result, the machine weighs almost half again as much as any other Khadoran warjack—but due to this, it can shove aside nearly anything in its path.

The Devastator is equipped with an array of powerful short-range grenade launchers that can reduce the enemy to smoking ruin. Because these can be fired only while its carapace is open, unleashing its full destructive power exposes vital machinery. To compensate, the grenades are timed to explode in rapid succession, ensuring that the air around the 'jack is filled with deadly shrapnel for a few protracted seconds. The blasts ravage enemy troops and can split the armor of warjacks at close range. The result is what its designers call the "Rain of Death."

DEVASTATOR

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

Bulldoze – When this model advances into B2B contact with an enemy model, 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) – 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. A Rain of Death attack does not need a target. After a Rain of Death attack, this model can make additional melee attacks.

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

SHIELD FIST (L)	
POW	P+S
4	16

SHIELD FIST (R)	
POW	P+S
4	16

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

FIELD ALLOWANCE	U
POINT COST	9
LARGE BASE	

SHIELD FIST

Open Fist

JUGGERNAUT

KHADOR HEAVY WARJACK

You can't ignore a Juggernaut. It just keeps coming, shrugging off everything you throw at it. The only way to deal with one is heavy and unrelenting concentrated fire.

—Major Markus "Siege" Brisbane

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

OPEN FIST		
	POW	P+S
L	3	15

ICE AXE		
	POW	P+S
R	7	19

DAMAGE

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

FIELD ALLOWANCE	U
POINT COST	7
LARGE BASE	

OPEN FIST

Open Fist

ICE AXE

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

HEIGHT/WEIGHT: 11'7" / 9 TONS
ARMAMENT: ICE AXE (RIGHT ARM)
FUEL LOAD/BURN USAGE: 798 LBS / 4.5 HRS GENERAL, 50 MINS COMBAT
INITIAL SERVICE DATE: 516 AR (ORIGINAL CHASSIS 465 AR)
CORTEX MANUFACTURER: GREYLORDS COVENANT
ORIG. CHASSIS DESIGN: KHADORAN MECHANIKS ASSEMBLY

Bigger is usually better in Khador, and the country's mechaniks employ this principle with each successive warjack they design. As brutally efficient in modern warfare as when it was first conceived, the Juggernaut is a mammoth of plated armor regarded as the embodiment of Khadoran temperament and an example of the supremacy of the Khadoran martial warjack. Fewer Juggernauts come off the assembly lines today than in past decades, but they can endure brutal punishment and be rebuilt and repaired countless times before being scrapped. Some Juggernauts serving on the front lines have persisted for more than a hundred years.

The current Juggernaut's armament and chassis date to 516 AR, but its original chassis is older, having been designed in 465 AR to replace the aging Berserker model. In fact, this chassis design is the basis for those in the majority of today's Khadoran warjacks. The Juggernaut combines the most powerful steam engines her mechaniks can design with as much armor as its chassis can carry.

Inspired by Greylords Covenant mechanikal techniques, the Mechaniks Assembly created the ice axe for the Juggernaut in 517 AR. This weapon encases its target in a layer of ice, causing it to seize up. Even glancing blows can freeze enemy warjacks in their tracks and cause their engines to screech protest against their frozen limbs.

Khadorans respect power, and there is not a soul in the Motherland who does not admire the storied Juggernaut and its endless list of accomplishments in battle.

KODIAK
KHADOR HEAVY WARJACK

They are like the cave bears trained by our ancestors, but today our bears are forged of iron and steel!
—Kapitan Gerla Petrovich, 5th Border Legion

HEIGHT/WEIGHT: 11'9" / 11.2 TONS
ARMAMENT: ARMORED FISTS (RIGHT AND LEFT ARM)
FUEL LOAD/BURN USAGE: 990 LBS / 6 HRS GENERAL, 75 MINS COMBAT
INITIAL SERVICE DATE: 547 AR
CORTEX MANUFACTURER: GREYLORDS COVENANT
ORIG. CHASSIS DESIGN: KHADORAN MECHANIKS ASSEMBLY

TACTICAL TIPS

VENT STEAM – Because it is not a melee attack, this model cannot use Vent Steam if it charges.

CHAIN ATTACK: GRAB & SMASH – Remember, a model with a crippled weapon system cannot use that system to make chain attacks or special attacks, including power attacks.

The Kodiak was inspired by the tenacity of the 5th Border Legion, who at the end of the Thornwood War stubbornly refused to admit defeat. Having learned dearly the lessons of that conflict, the High Kommand realized the Khadoran arsenal required an all-terrain weapon. Enter the Kodiak, capable of smashing its way through heavy foliage before delivering crushing blows with its reinforced fists.

Nothing can withstand the steam-driven assault of a Kodiak set into action; the 'jack barely notices obstacles and other terrain impediments. Its huge boiler enables the Kodiak to exhale clouds of superheated vapor to scald nearby troops and envelope itself in a broiling fog. Its hammer-like fists are powerful enough to shatter steel. With such wide utility, the Kodiak can be found in service throughout the Motherland's armies, as staunch a fighter as the soldiers that gave rise to it.

KODIAK
Pathfinder

Heavy Boiler – This model can run without spending focus.

Vent Steam (★Attack) – Center a 3" AOE cloud effect on this model. Living models currently in the AOE are hit and suffer a POW 12 damage roll. The AOE remains in play for one round. A Vent Steam attack does not need a target. After a Vent Steam attack, this model can make additional melee attacks.

ARMORED FIST
Open 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 double-hand throw, head-butt, headlock/weapon lock, push, or throw power attack against that target.

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

ARMORED FIST (L)	
POW	P+S
4	16

ARMORED FIST (R)	
POW	P+S
4	16

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

FIELD ALLOWANCE	U
POINT COST	8
LARGE BASE	

MARAUDER
KHADOR HEAVY WARJACK

Praise to the Creator, who has sheltered our cities and delivered unto us such a weapon to shatter the fortifications of our enemies!

—Visgoth Ruskin Borga of the Old Faith blessing a Marauder being sent to battle

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

RAM PISTON (L)	
POW	P+S
4	16

RAM PISTON (R)	
POW	P+S
4	16

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

FIELD ALLOWANCE	U
POINT COST	7
LARGE BASE	

RAM PISTONS

Combo Smite (★Attack) – Make a melee attack. On a hit, instead of making a normal damage roll the target model is slammed d6" directly away from this model and suffers a damage roll with POW equal to the STR of this model plus twice the POW of this weapon. The POW of collateral damage is equal to this model's STR.

HEIGHT/WEIGHT: 11'7" / 10.25 TONS

ARMAMENT: TWIN RAMS (LEFT AND RIGHT ARMS)

FUEL LOAD/BURN USAGE: 860 LBS / 4 HRS GENERAL, 45 MINS COMBAT

INITIAL SERVICE DATE: 522 AR

CORTEX MANUFACTURER: GREYLORDS COVENANT

ORIG. CHASSIS DESIGN: TARGH FEDRO (CREDITED), KHADORAN MECHANIKS ASSEMBLY

TACTICAL TIPS

COMBO SMITE – This ability cannot be used while either of this model's arm systems is locked. A model with a crippled weapon system cannot use it to make chain attacks or special attacks, including power attacks.

Though any warjack can knock away an adversary if it has sufficient distance for a full charge, the Marauder can achieve similar results standing still. With the devastating power of its ram pistons, a Marauder can send lesser machines flying through stone walls to become mere wrecks of torn metal and shattered pistons.

Designed to pulverize buildings and armored warjacks with equal ease, the Marauder is armed with a pair of pneumatically driven battering rams. Though originally developed to aid in siege warfare, these crushing rams are even more useful for obliterating or displacing enemy warjacks, and they provide unsurpassed tactical control to their commanding warcasters. The Marauder can hurl ten tons of enemy warjack to the side with no more difficulty than a rampaging bear knocking aside a man.

An industrial mechanik named Targh Fedro was inspired to try this design after observing stonemasons in a quarry. After replacing an old laborjack's broken arms with battering rams, he tested it against the quarry walls and nearly brought down the entire face with a single blow. Excited at the military potential, he took the design to the Mechaniks Assembly to build a prototype using the ubiquitous Juggernaut chassis. Those who witnessed trials against similarly heavy Khadoran 'jacks were astonished at the power wielded by the piston-driven rams.

SPRIGGAN
KHADOR HEAVY WARJACK

Like every good Khadoran, it is selfless, obedient, and devastating to our enemies.
—Kommander Orsus Zoktavir

HEIGHT/WEIGHT: 11'5" / 16.5 TONS
ARMAMENT: ASSAULT SHIELD (LEFT), WAR LANCE (RIGHT), TWO GRENADE LAUNCHERS (INTEGRAL)
FUEL LOAD/BURN USAGE: 1,200 LBS / 4 HRS GENERAL, 45 MINS COMBAT
INITIAL SERVICE DATE: 602 AR
CORTEX MANUFACTURER: GREYLORDS COVENANT
ORIG. CHASSIS DESIGN: KHADORAN MECHANIKS ASSEMBLY

When Queen Ayn Vanar ordered the Mechaniks Assembly to give her a warjack that would turn the tide of the Motherland's ongoing border wars, they provided her with the Spriggan. The mechaniks who built the first Spriggan may well have looked to the drakhuns of old for inspiration, as the warjack wields both a lance and an impenetrable shield in addition to its tremendous underlying chassis armor.

Dual grenade launchers set into the machine's armored exterior are nearly impervious to damage that would impair external armaments, allowing the Spriggan to respond to almost any battlefield need even if it has been slowed or crippled. With them, the warjack can tear apart massed infantry with shrapnel, preventing them from overwhelming it with their numbers. These explosive grenades are supplemented with alchemical flares that illuminate the enemy wherever he hides.

The Spriggan's most potent weapon is its massive lance, with which it can pierce a warjack from cortex to boiler before the enemy machine can close to defend itself. If an opponent somehow survives this onslaught, the 'jack can fend off blows with its formidable assault shield, sturdy enough to turn aside most any weapon and heavy enough to deliver a crushing counterattack.

SPRIGGAN

Bulldoze – When this model advances into B2B contact with an enemy model, 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.

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 Camouflage and Stealth and models can ignore cloud effects when determining LOS to it. The AOE remains in play for one turn.

ASSAULT SHIELD

Shield

WAR LANCE

Reach

Powerful Charge – This model gains +2 to charge attack rolls with this weapon.

SPRIGGAN

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

GRENADE LAUNCHER x2

RNG	ROF	AOE	POW
10	1	3	10

ASSAULT SHIELD L

POW	P+S
2	14

WAR LANCE R

POW	P+S
6	18

DAMAGE

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

FIELD ALLOWANCE U
POINT COST 10
LARGE BASE

BEAST 09

KHADOR CHARACTER HEAVY WARJACK

I have had many warjacks and in time they all fall. This one, this Beast, is not like the rest. This one I will keep.

—Forward Kommander Sorscha Kratikoff

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

OPEN FIST (L)	
POW	P+S
3	15

ICE BREAKER (R)	
POW	P+S
7	19

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

FIELD ALLOWANCE	C
POINT COST	11
LARGE BASE	

BEAST 09

Affinity [Sorscha] – While in Sorscha's control area, Beast can reroll failed slam power attack and charge attack rolls. Attack rolls can be rerolled only once as a result of this affinity.

Heavy Boiler – This model can run without spending focus.

Hyper Aggressive – When this model suffers damage from an enemy attack anytime except while it is advancing, after the attack is resolved it can immediately make a full advance directly toward the attacking model.

Imprint: Murderous – During its activation, this model can spend 1 focus point to use Murderous. That activation, this model gains an additional die on melee attack rolls against living enemy warrior models.

OPEN FIST

Open Fist

ICE BREAKER

Reach

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 and this weapon's melee range.

HEIGHT/WEIGHT: 12′ / 9.75 TONS

ARMAMENT: ICE BREAKER (RIGHT ARM)

FUEL LOAD/BURN USAGE: 970 LBS / 6 HRS GENERAL, 75 MINS COMBAT

INITIAL SERVICE DATE: 600 AR (CORTEX & ORIGINAL CHASSIS), 605 AR (ENHANCED WEAPONRY AND REBUILT BOILERS)

CORTEX MANUFACTURER: GREYLORDS COVENANT

ORIG. CHASSIS DESIGN: KHADORAN MECHANIKS ASSEMBLY

TACTICAL TIPS

THRESHER – The melee attacks are all simultaneous.

It begins with a low, rumbling growl more felt than heard, and then comes the sound of air escaping like the grunt of a hunting animal that has caught a scent. The crushing sound of something massive treading through thick snow and ice follows, and the ground trembles with each step. When it breaks through the trees with the splintered crack of exploded timber, its prey already knows a monster approaches. This is the hulking Juggernaut called Beast. Its very posture conveys animal menace. The 'jack becomes docile only when Sorscha Kratikoff calls it to her side, and in battle it seeks her approval.

Beast was assembled at the Rigevnya Complex in 600 AR. It was shipped south by rail to one of several supply depots like countless others of its design and was soon assigned to Kommander Kratikoff. In her pragmatic fashion, Sorscha gave the warjack an identifying number based on the order of allocation to her kommand. It still bears the "09" designation, even though it has long outlasted those that came before.

Sorscha found Beast to be a tenacious fighter and has kept it on the front lines through the years. This intense crucible of constant warfare has tested the warjack to its limits and allowed it to develop certain fighting instincts. More than mere survivability sets Beast apart. It possesses a battle cunning that makes it seem alive rather than being simply an iron monstrosity. It does not rely solely on the orders of its master and will sometimes act on its own initiative.

During the War in Llael while fighting outside besieged Merywyn, Sorscha found herself driven into a ravine during a Cygnaran counteroffensive, cut off from the bulk of her kommand. She had sent Beast to refuel and resupply, but it had lingered against her directive, perhaps spotting the smoke of approaching enemies. Despite its low fuel, the warjack returned to rejoin Sorscha as she was engaged. Sorscha used its sudden arrival to turn the tide of battle, keenly aware of its nearly exhausted fuel supply and her very limited time. With its last bit of steam the 'jack charged forward to intercept the enemy and swept its axe in wide arcs. Kratikoff saw the will of the defenders crumble and fail just as Beast itself ran dry. Unaware the 'jack was spent, the enemy fled the field.

The nascent bond between the two deepened in the battles that followed. The warjack has picked up its warcaster's inherent ruthlessness after their long association and seems to take enjoyment from each kill. Blows striking its armored plates only encourage its destructive frenzy. Kommander Kratifoff has found these qualities a particular boon in battles where she is at a numerical disadvantage, as Beast has always evened the odds.

To maximize the machine's full potential, Sorscha requisitioned an extensive overhaul of its armament and engine design after the empress declared the conquest of Llael complete. Outfitted with a massive engine and boilers similar to those utilized by Kodiaks and an improved axe called Ice Breaker, Beast stands ever ready to fight alongside its master. For her part, after years of relying on the machine the normally unsentimental Sorscha speaks of it with genuine fondness.

BEHEMOTH

KHADOR CHARACTER HEAVY WARJACK

The Behemoth carries my family's name within every slab of steel, every rune plate. The reputation of each Salvoro embraced by the Motherland marches to war with this 'jack. It will succeed, and significantly.

—Master Mechanik Dahlrif Salvoro to Kommandant Irusk

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

BOMBARD				
RNG	ROF	AOE	POW	
14	1	3	14	

OPEN FIST		
POW	P+S	
0	12	

OPEN FIST		
POW	P+S	
0	12	

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

FIELD ALLOWANCE	C
POINT COST	13
LARGE BASE	

BEHEMOTH

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

BOMBARDS

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

OPEN FIST

Open Fist

Armor Piercing – When calculating damage from this weapon, halve the base ARM stats of models hit that have medium or larger bases. This weapon gains +2 to damage rolls against models with small bases.

Height /Weight:	17′ / 20 tons
Armament:	Twin Bombards (integral), Twin Armor Piercing Fists
Fuel Load /Burn Usage:	1,428 lbs / 5 hrs general, 55 mins combat
Initial Service Date:	606 AR
Cortex Manufacturer:	Greylords Covenant
Orig. Chassis Design:	Master Mechanik Dahlrif Salvoro

Standing nearly seventeen feet high and carrying some of the most destructive weapons available to the Motherland, the Behemoth strides at the vanguard of the Khadoran Empire. The incredible effort and determination put into this unique machine make it the mechanikal embodiment of Khador.

The Behemoth was first introduced to the Khadoran people during the celebration following the crowning of Empress Ayn Vanar XI, who along with tens of thousands of loyal citizens watched it march through the streets of Korsk alongside the full military might of Khador. At a break in the parade, former Regent Simonyev Blaustavya rose and with a clear voice presented the singular warjack as a gift from the kayazy to their new empress.

First conceived over a decade ago as the ultimate Khadoran 'jack, the Behemoth exists today due solely to the patriotism and tireless efforts of Simonyev Blaustavya and Dahlrif Salvoro. Soon after the project's inception it became entangled in the vicious politicking for which the kayazy are known. Master Mechanik Dahlrif Salvoro, a member of the Mekaniburo of the Khadoran Mechaniks Assembly, had designed the Behemoth as an experiment to showcase Khadoran military mechanika. The staggering costs associated with the warjack made it a lightning rod for those railing against "wasteful" government spending, particularly for a design that would result in only a single machine. The Behemoth was designated as unfeasible and the project was suspended only weeks after it had begun. Salvoro was frustrated, but other work consumed the time he would have needed to continue to fight for his vision.

The plans gathered dust until Great Vizier Blaustavya discovered them almost a decade later. The former regent instantly recognized the potential of the Behemoth and vehemently insisted the Mechaniks Assembly resume construction. Blaustavya had an immense reputation both within the Mechaniks Assembly and among the kayazy and wielded considerable influence, to say nothing of his close relationship with the empress, whom he had guided to her majority like a daughter. Declaring the Motherland would never be "chained by coin," he contributed a startling amount of his own money and set about convincing, coercing, and threatening the kayazy to do the same. Salvoro was pleasantly surprised to have his pet project suddenly endorsed from the highest quarters and immediately resumed his masterwork's construction.

The Behemoth exemplifies the best qualities of Khadoran warjack design: extremely heavy armor, a devastating array of weapons, and immense strength. Each of its mighty fists is armed with integral blasting charges housed in reinforced cylinders. These directional charges augment the punishing power of the machine with armor-penetrating blasts.

A blow from one of the Behemoth's fists can rip through armored opponents and literally disintegrate softer targets. Additionally, each of the warjack's shoulders houses a bombard slaved to the machine's sub-cortex. This cortex is the most innovative aspect of the design, allowing for the independent targeting of each of the Behemoth's bombards.

Since its commission, the Behemoth has been in the thick of some of the Motherland's most crucial battles, including the final siege at Northguard. There it served on the front line, supporting the initial waves of assault kommandos and Demolition Corps forces as they stormed the Cygnaran trenches. The Behemoth was pushed to its absolute limits functioning as a mobile artillery platform even as it engaged heavy enemy warjacks. Its presence on the battlefield in those violent hours served to rally the Khadorans who watched it barrel into the worst of the conflict and emerge victorious again and again.

The Behemoth is as much a symbol to the Khadoran people of their power and imminent victory as it is a force of destruction to all who stand against them.

DRAGO

KHADOR CHARACTER HEAVY WARJACK

We who master war know our hearts are savage. That machine fights with the spirit of our people.
—Great Prince Vladimir Tzepesci

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

EXECUTIONER AXE (L)	
POW	P+S
5	16

EXECUTIONER AXE (R)	
POW	P+S
5	16

DAMAGE

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

FIELD ALLOWANCE	C
POINT COST	8
LARGE BASE	

DRAGO

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

Affinity [Vladimir] – While Drago is in Vladimir's control area, you can choose not to make Unstable rolls for it. When Drago is in Vladimir's control area and makes an attack, gain an additional die on attack and damage rolls. Discard the lowest die of each roll.

Imprint: Run Riot – During its activation, this model can spend 1 focus point to use Run Riot. This activation, after resolving an attack in which this model destroyed one or more enemy models with a normal melee attack, if there are no enemy models within its melee range it can advance up to 1".

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

EXECUTIONER AXE

Chain Attack: Bloodbath – If this model hits the same target with both its initial attacks with this weapon, after resolving the attacks it can immediately make one melee attack with this weapon against each model in its LOS that is in this weapon's melee range.

Critical Amputation – On a critical hit, warjack arms and weapon systems that suffer damage from this attack are crippled.

All Berserkers have the roughened look of decades of service and cortexes that have become unstable over time, but Drago stands out even among such company. The battered 'jack serves as a prime example of why mechaniks traditionally wipe most old cortexes clean: the passing of long years has removed many of the restraints against incidental violence that once held the machine back. It unleashes unmitigated brutality at the slightest provocation.

Almost certainly Drago is the oldest warjack still seeing regular service in the Khadoran military, and it is fitting the machine still serves the Tzepesci line. Long ago the family provided the financial backing for the Berserker chassis.

Height/Weight:	10'11" / 8.6 tons
Armament:	Twin Executioner Axes
Fuel Load/Burn Usage:	350 lbs / 10 hrs general, 1.5 hr combat
Initial Service Date:	427 AR (original), 605 AR (weaponry upgrade)
Cortex Manufacturer:	Greylords Covenant
Orig. Chassis Design:	Khadoran Mechaniks Assembly

TACTICAL TIPS

Unstable – Do not replace this model with a wreck marker.

Chain Attack: Bloodbath – A model with a crippled weapon system cannot use it to make chain attacks or special attacks, including power attacks.

Critical Amputation – After marking regular damage, mark their remaining system boxes as well.

Even in those years the Tzepescis had demonstrated an unusual proclivity for siring sorcerers and warcasters and therefore had a stake in developing a chassis that suited their approach to war.

Drago would eventually be named in homage to Drago Tzepesci, who fought in the horrendously bloody battles to overthrow the necromancer Ivan Vladykin, also called Ivan the Frenzied, when he briefly seized the Khadoran throne from 457–459 AR. It is likely that this Berserker even fought at the behest of the living Drago in that famous battle. He had a reputation for martial prowess, blood lust in combat, and a tendency toward recklessness that eventually cost him his life. The warjack has since been passed down to other warcasters of the Tzepesci line, but it seems to have developed a particular affinity for Vladimir Tzepesci, perhaps because the latest great prince feels an undeniable connection to the ancestor who is the warjack's namesake.

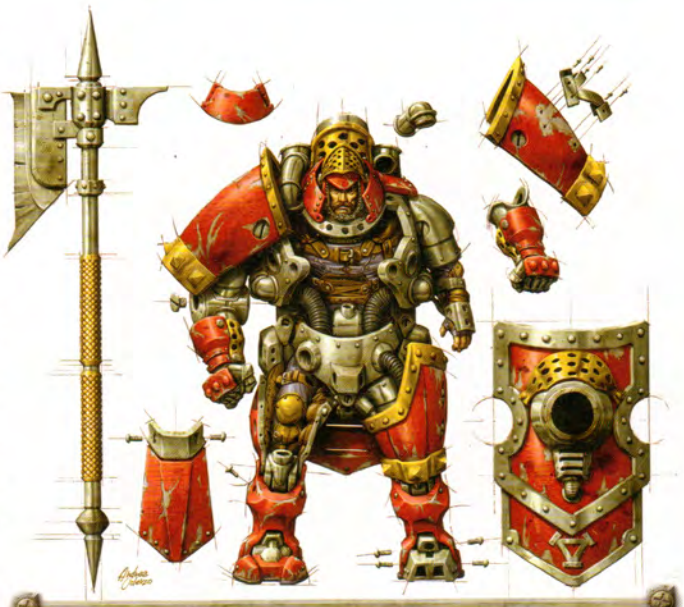
Some of Vladimir's vassals find it peculiar that their well-disciplined and noble lord enjoys the company of this savage and seemingly untamable machine, but to Vladimir, Drago represents his bloodline's warrior spirit. Even when it has been severely damaged, Drago demonstrates tenacious resilience and a refusal to give up the fight. It will crawl toward its opponents even if its legs lay shattered beneath it. When let loose upon the enemy, the machine seems fueled by blood, almost reveling in each death like some demon of folklore. The Dark Prince understands that victory sometimes requires unchecked violence, but the restraints required to keep Drago's brutality in check in times of peace also serve to remind him of the dark emotions coloring his own temperament, and which he must control.

Given this tendency to hurl itself in harm's way, Drago requires frequent repair, but the mechaniks who maintain the machine see no need to keep it neat or tidy. Its armored plates and spikes bear the evidence of countless engagements. Each nick and dent is a battle honor. Drago itself salvaged its current armament in Llael, taking its executioner axes from wrecked Destroyers that littered the battlefield outside Merywyn. With an axe in each iron fist, Drago faces enemies with rampant ferocity.

TROOPS OF KHADOR

While the citizens of other nations consider compulsory military service an unpleasant burden, Khadorans accept this duty as a basic part of life. A single tour is required of all men, with the exception of those with extreme physical disfigurement. Women are not required to enlist, but those who are without children are encouraged to serve either in the active military or among myriad support units. Enlistment can begin as early as fifteen years of age, and every citizen must have enlisted by his or her eighteenth year or risk imprisonment and forced service. Those rare few who attempt to evade conscription serve their tours of duty without pay and are given the most grueling duties in the most dangerous areas, such as the isolated bases along the western seaboard such as Icewatch or those in the freezing mountains along the Rhulic border.

After receiving their initial training, most conscripts enter the regular Winter Guard, but those demonstrating exceptional qualities or special aptitudes can apply for the higher-paying and more prestigious specialized branches of the Khadoran military. It is also possible, if rare, for distinguished veterans of the Winter Guard to join other services later in their careers. Each force has its own requirements, and some are extremely stringent, though not all reference a specific ability. Branches like the Man-O-War and Iron Fang units, for example, require recruits of particular height and strength, as their armor cannot be borne by lesser men. Soldiers accepted into these specialized forces must endure protracted training far more difficult than what is required of the Winter Guard.



SHOCK TROOPER EQUIPMENT

Khador's rank hierarchy was not clearly laid out until the military reforms of King Mikhail Vanar, which eliminated a number of extraneous ranks. A newly conscripted member of the Winter Guard holds the rank of privat. Conscripts who survive their first tour of duty and re-enlist might rise to the first non-commissioned officer rank of korporal. The toughest and most successful korporals may in time lead units of Winter Guard as sergeants. As with other ranks in the Khadoran Army, there are several grades of sergeant related to pay and time served. This is the highest rank that most members of the Winter Guard are likely to achieve. Sergeants of the Winter Guard may be given broad authority to lead multiple units, called forces, particularly in protracted battles. More typically, however, operational command is given to a lieutenant, the next-higher rank. These same non-commissioned ranks exist in other branches of the Khadoran military as well.

Entry into the commissioned ranks by attending the Druzhina Academy in Korsk is easier for those of noble blood, while lesser stock must prove exceptional to earn a commission. Although kommandants are opposed to the practice, their limited oversight cannot entirely prevent nepotism and coin from greasing the wheels, and it is not unknown for a candidate from a wealthy family to be given an officer commission before a poorer candidate of equal aptitude. In general, though, skilled officers prove themselves and rise above their peers. Competent commissioned officers can achieve the rank of kapitan relatively quickly, and those who dedicate themselves to a life in the military and who demonstrate considerable leadership capability can expect to rise even further.

Above the rank of kapitan is the kovnik, roughly analogous to both majors and colonels of Cygnar. Kovniks typically oversee a battalion of troops. In some cases, particularly respected and battletested kovniks may be given the command of an entire legion in excess of ten thousand soldiers. Few non-commissioned soldiers rise above this rank; those who do tend to be truly exceptional individuals, including warcasters.

Despite modern reforms, a few conventions from ancient times persist in the Khadoran military hierarchy. This is most notable with the vassals and heirs of the great princes, the most powerful ruling families of Khador, who control the large Volozkya regions of the nation. These families have their own martial traditions to maintain, and thus their relationship with the military is more complex. It is not uncommon for such nobles or their vassals to serve in the military, sometimes earning high ranks, but some individuals are prone to avoiding serving on the front lines by claiming their presence is required at the capital or to supervise their lands. That the High Kommand has limited authority to pressure such individuals has led to occasional conflicts in the upper ranks.

Another group afforded special status is the Greylords Covenant, a fellowship of the Motherland's arcane masters that is responsible for the production of vital warjack cortexes. The Covenant is involved in obscure and dangerous occult research as well as spying and intelligence-gathering. Operating with a distinct internal hierarchy, the Greylords have a unique relationship with the High Kommand. Individual Greylords are integrated into the army and serve among the rank and file, but their high obavnik arbiter does not answer to the premier. He answers instead to Great Vizier Simonyev Blaustavya, the current head of Khadoran Security. The Greylords also run the Prikaz, an ominous and secretive chancellery charged with rooting out domestic threats like spies and other traitors operating within Khador's borders. Intelligence-gathering is the province of specially selected agents and ternions.

KHADOR MILITARY RANKS

Khadoran soldiers value few things more than their symbols of military rank and service. Considering them well-earned emblems of patriotism and valor, retired Winter Guard usually keep their badges as treasured reminders of a heroic past. Most branches of the Khadoran Army wear their insignia on the left shoulder and a Khadoran Anvil on the right. Irregular or covert forces, however, might place the insignia less prominently or leave it off entirely.

SERGEANT

KOMMANDER

LIEUTENANT

KOMMANDANT

KAPITAN

SUPREME KOMMANDANT

KOVNIK

PREMIER

ASSAULT KOMMANDOS

KHADOR UNIT

Death is but one moment; victory endures.

—Assault Kommando Motto

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

CARBINE			
RNG	ROF	AOE	POW
10	1	–	10

GAS GRENADE LAUNCHER			
RNG	ROF	AOE	POW
10	1	3	–

COMBAT SHIELD	
POW	P+S
2	8

GUN BLADE	
POW	P+S
3	9

FIELD ALLOWANCE	2
LEADER & 5 GRUNTS	5
LEADER & 9 GRUNTS	8
SMALL BASE	

LEADER & GRUNTS

Immunity: Corrosion

Immunity: Fire

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

Assault & Battery (Order) – Before their normal movement, affected models can make one ranged attack. During their normal movement, affected models must charge or run. The ranged attack is made before declaring a charge target.

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

GAS GRENADE LAUNCHER

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

Cumbersome – If this model attacks with this weapon during its activation, it cannot attack with another ranged weapon that activation. If this model attacked with another ranged weapon this activation, it cannot attack with this weapon.

TACTICAL TIPS

Strangle Gas – This is not a cloud effect.

The Motherland's wars have given rise to a new type of soldier bolstered with defiant patriotism and grim resolve. Brutal and effective, the Assault Kommandos are the edge of the Khadoran sword of conquest. Serving on the front lines of western Immoren's most hostile battlefields, these troops drive the enemy from the trenches and break their will using cold, calculated efficiency.

Assault Kommandos are an evolution in trench warfare. Heavily armed and armored, they make use of advanced alchemical weaponry to augment their battle training. They advance on the enemy behind a wall of shields, opening fire with their carbines and poisoning the air with choking gas. Led by Kommander Viktor Strakhov, the kommandos proved pivotal in the Siege of Northguard. Their aim fouled by gas and their eyes burning and blurry, hundreds of gravediggers were swept up in systematic slaughter.

The kommandos are armed with the latest Vislovski carbines complete with gun blades ready to rip through armor and flesh and underslung canister launchers that deliver a debilitating payload of sickening strangle gas. Golden Crucible alchemy has refined their equipment so that kommando armor is resistant to fire, acid, and arcane assault. Their masks protect them from the lingering effects of their own insidious weaponry while allowing their vision to pierce billowing clouds of smoke and fog of war.

ASSAULT KOMMANDO FLAME THROWER

KHADOR WEAPON ATTACHMENT

The southerners complain our winters are too cold, so we warm their trenches for them. It is Khadoran hospitality.

—Assault Kommander Maksim Chzov

In the short time since the Assault Kommandos were first deployed to the no man's land between Ravensgard and Northguard, they have been embroiled in an escalating conflict that has consumed the Thornwood and penetrated Cygnar's former borders. The never-ending arms race between nations has lead the Khadoran High Kommand to embrace any weapon that may give them an advantage, no matter how inhumane.

The flamethrower issued to kommando squads, inspired after conflicts with the southern Menites, is the current production model of a weapon that has seen several generations of less effective prototypes. A huge canister strapped to the kommando's back feeds the propellant gun he carries in place of his standard carbine. Fueled by an explosive alchemical agent, the weapon produces gouts of flame that are devastating in the confined earthworks where the kommandos typically operate.

Attachment [Assault Kommando] – This attachment can be added to an Assault Kommando unit.

KOMMANDO

Immunity: Corrosion

Immunity: Fire

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

Fiery Blast – When this model is disabled, center a 5" AOE on it, then remove this model from play. Models in the AOE suffer the Fire continuous effect.

FLAMETHROWER

Continuous Effect: Fire

Damage Type: Fire

KOMMANDO						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	6	5	12	14	9

FLAMETHROWER			
RNG	ROF	AOE	POW
SP 8	1	–	12

COMBAT SHIELD	
POW	P+S
2	8

FIELD ALLOWANCE	2
1 FLAME THROWER	1
UP TO 2 ADD'L KOMMANDOS	1 EA
SMALL BASE	

As with any new weaponry, there have been several unfortunate incidents of friendly fire and fatal accidents with this gear. Nevertheless, the harsh training regimen of the Assault Kommandos has prepared them for such battlefield realities, and they do not lack for volunteers.

A few flamethrowers brought to bear in coordination can incinerate whole squads of enemy troops, killing many outright and leaving horrific and demoralizing wounds on those who survive. The jelly-like fuel clings to flesh as it burns, causing lesions that are not only extremely painful and damaging but also slow to heal. Trenchers have come to fear these Khadoran flame guns greatly and concentrate hails of lead on those who carry them. The life of an assault kommando who wields the flamethrower may be short, but he can be sure that many of the Motherland's enemies will fall before him.

BATTLE MECHANIKS

KHADOR UNIT

Get ready to have burns on your burns and calluses on your calluses. You'll be covered in oil and grime with nothing but a wrench and your wits to get the job done.

—Battle Mechanik Chief Usten Magrechev to trainees

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	5	4	13	12	8

MONKEY WRENCH	
POW	P+S
2	8

FIELD ALLOWANCE	3
LEADER & 3 GRUNTS	2
LEADER & 5 GRUNTS	3
SMALL BASE	

LEADER & GRUNTS

'Jack Marshal

Assist Repair (★Action) – This model can make this special action only when B2B with a friendly Faction warjack. When this model makes an Assist Repair special action, choose another model in this unit with the Repair ability also B2B with that warjack. The chosen model gains a cumulative +1 to its Repair skill on its next Repair skill check to repair that warjack this activation. If it passes the Repair check, remove 1 additional damage point from the warjack for each model that used Assist Repair on the chosen model.

Iron Sentinel – While B2B with a friendly Faction warjack, this model gains +2 DEF and ARM and cannot be knocked down.

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

TACTICAL TIPS

Repair – A wreck marker cannot be repaired.

No matter how heavily armored the great Khadoran warjacks are, even they are eventually worn down and sometimes wrecked in the crush of battle. Battle mechaniks are the skilled and brave individuals who dodge bullets and evade explosions to get the huge battle machines back into the fight. These loyal brothers of the Khadoran Mechaniks Assembly are patriots equal to any fighting soldier and often must withstand even heavier fire in the execution of their duties. Steadfast at the sight of spilled blood or oil, they are willing to put themselves in harm's way to conduct repairs.

Before proving their knack with a wrench and being redeployed as battle mechaniks, many of these skilled workers served their expected time in the Winter Guard, so they are often older and more seasoned than the freshly recruited youths bearing blunderbusses next to them. Few enemies are foolish enough to underestimate battle mechaniks bearing wrenches—implements as capable of crushing skulls as they are of loosening oversized and stubborn warjack bolts.

Chiefs are the hearts of battle mechanik teams. Sometimes the old vets get injured on the battlefield, but a Khadoran does not let a simple thing like a shorn-off limb get him down! Injured mechaniks repair their own broken bodies with cleverly improvised mechanikal limbs, often salvaging finer gears and mechanisms from the detritus of the battlefield. This indomitable ingenuity shows the same spirit and optimism as the battle mechaniks apply to the 'jacks they tend, finding ways in the most challenging circumstances to engineer machinery that can outlast any one battle and stand ready for the next.

GREYLORD TERNION
KHADOR UNIT

Like the winter sky, you will watch over the land of Khador. Like the winter storm, you will scour the land of our enemies.
—King Levash Tzepesci

The premiere occult order in service to the Motherland, the Greylords are effectively the arcane branch of the Khadoran military. Even the lowest ranked member of the Covenant is an experienced officer as versed in the High Kommand's doctrines as in the lethal ice magic of the order.

The arcanists who would found the Greylords Covenant were originally a splinter of the Cygnaran-dominated Fraternal Order of Wizardry. Heeding the call of King Levash Tzepesci in 243 AR, the Khadoran-born members of the Fraternal Order chose patriotism over other loyalties and left that fellowship, taking with them many of its most closely guarded mechanikal secrets. The Fraternal Order remains their greatest rival to this day, having never forgiven the Covenant for stealing the secrets of cortex fabrication.

The Covenant has always acted on behalf of the Motherland, and this has ensured them an exalted place in the Khadoran military. The vital roles Greylords fill include manufacturing cortexes for Khadoran warjacks, supervising the gathering of vital intelligence through the Prikaz Chancellery, and working to expand Khador's arcane weaponry. Some delve deep into the ancient mysteries left in Orgoth ruins and catacombs, searching for weapons to use against Khador's enemies, no matter how terrible or dangerous.

Ultimately it is on the battlefield that southerners are most likely to encounter Covenant members. Trained to operate in groups of three known as "ternions," they are formidable combatants. Individually, each Greylord can summon a winter gale to conceal his allies or hurl a deadly blast of ice and hail from his fingertips, shredding foes with all the fury of a winter storm. But when all members of the ternion turn their attention to a single opponent, they can halt even a charging warjack beneath a prison of ice.

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.

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

RUNE AXE	
POW	P+S
5	10

FIELD ALLOWANCE	3
LEADER & 2 GRUNTS	4
SMALL BASE	

- **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.

RUNE AXE
Magical Weapon

TACTICAL TIPS

MAGIC ABILITY – Performing a Magic Ability special action or special attack counts as casting a spell.

DOOM REAVERS

KHADOR UNIT

I am not sure of the wisdom of employing such madmen. Our control over them seems tenuous at best.

—Great Prince Vladimir Tzepesci

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

FELLBLADE	
POW	P+S
6	13

FIELD ALLOWANCE	2
LEADER & 5 GRUNTS	6
SMALL BASE	

LEADER & GRUNTS

- Abomination
- Advance Deployment
- Fearless

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.

FELLBLADE

- Magical Weapon
- Reach
- Weapon Master

TACTICAL TIPS

Spell Ward – This model is shielded from friendly and enemy spells alike.

Berserk – Spread them out if you do not want them killing each other.

Khador is dotted with ancient ruins from the Orgoth era, and many of the black stone temples, fortresses, and hidden catacombs are now buried below ground. Occult scholars have picked through several of these sites, such as the ones below the great city of Khardov. It was there the Greylords Covenant unearthed a large cache of the infamous fellblades, swords adorned with howling faces that shift eerily at the fringes of vision and are painful to the sight. Saturated with tainted magic, the dark blades seem to come alive when wielded.

Swordsmen unfortunate enough to pick up these powerful weapons descended into savage and homicidal madness as they experienced incomprehensible whispers in their minds. Even in their sleep the swordsmen heard foreign babbling stoking them to acts of bloodshed. These men lashed out with berserk abandon and doubled strength, killing anything that crossed their paths.

To assist in the war effort, the crown decided to bind the blades to wayward prisoners, particularly soldiers who had been found guilty of gross insubordination or other military crimes. The Greylords turned these men into doom reavers chained to their fellblades and directed in battle by their urges. The maddened swordsmen can be only nominally controlled in conflict, though the Khadoran wizards have done what they can to restrain them. Doom reavers undermine the morale of even the stoutest veterans, but despite this they have earned their share of bloody victories. So long as they persevere they will continue to be employed despite the argument that fellblades are too dangerous and should never have been unleashed in the first place.

GREYLORD ESCORT

KHADOR DOOM REAVER UNIT ATTACHMENT

I don't know what's more frightening; the madness of the doom reavers or that a sane man willingly walks among them.

—Lieutenant Sasha Beloi, 5th Border Legion

Doom reavers are one of Khador's most terrifying and useful military assets despite their blood-crazed disregard of whether they are striking friend or foe. Driven mad by the whispers of their fellblades, they are consumed with an insatiable desire for killing, and it is the responsibility of the Greylords who goad them to battle to direct their hostility toward appropriate targets. These occultists have applied considerable resources to the study of the fellblades and the dark magic of the Orgoth in an effort to maintain a mental leash on those who wield them. These Greylords have met with some success in blunting or at least diverting the doom reavers' hunger for slaughter through the use of Orgoth talismans and other relics.

Only the most courageous of Greylords are chosen to accompany the barbarous doom reavers to battle, to be nearby when the insane warriors are overcome by their frenzies. These escorts are generally at least of rastovik rank and are invariably experts in the field of Orgoth studies as well as formidable battlefield arcanists.

Attachment [Doom Reavers] – This attachment can be added to a Doom Reavers unit.

GREYLORD ESCORT

Advance Deployment

Fearless

Officer

Granted: Silence – While this model is in play, models in its unit do not have to make Berserk attacks.

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

ORGOTH STAFF	
POW	P+S
5	10

DAMAGE	5
FIELD ALLOWANCE	1
POINT COST	2
SMALL BASE	

Granted: Tough – While this model is in play, models in its unit gain Tough.

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.

ORGOTH STAFF

Magical Weapon

Reach

TACTICAL TIPS

Magic Ability – Performing a Magic Ability special action or special attack counts as casting a spell.

Spell Ward – This model is shielded from friendly and enemy spells alike.

Officer - Because this model is an Officer, when it is destroyed it does not replace a Grunt in its unit. Instead the unit Leader becomes the unit commander.

Moving amid the doom reavers like a handler of vicious beasts, each Greylord carries a staff of Orgoth design. His will is exerted through this dark artifact, restraining the doom reavers from murdering one another when they rip into the enemy. As he speaks, the faces of the staff echo his words in their own forgotten language, compelling wielders of the fellblades to follow his commands. He channels their rage into necromantic energy that bestows near imperviousness to injuries. Gaping wounds close of their own accord as the Orgoth weapons whisper amongst themselves.

IRON FANG PIKEMEN

KHADOR UNIT

We have been wielding our long spears to bring down the fiercest creatures of the mountains for a thousand years. Iron Fangs do not quail in the face of the enemy—even if it is six tons of iron and steel.

—Dhurgo Bolaine, decorated Iron Fang Kapitan

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

BLASTING PIKE	
POW	P+S
7	13

FIELD ALLOWANCE	2
LEADER & 5 GRUNTS	5
LEADER & 9 GRUNTS	8
SMALL BASE	

LEADER & GRUNTS

Combined Melee Attack

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

BLASTING PIKE

Reach

Critical Knockdown – On a critical hit, the model hit is knocked down.

The Iron Fangs are proud examples of the Khadoran fighting spirit. They stand toe-to-toe against six-ton, steam-powered machines that can crush the life out of them in a single blow. These hardened soldiers are part of an ancient tradition of spearmen who once fought the northern bear and later evolved into pikemen deployed by settled Khards to stand against the roving horse lords who dominated the southern plains and eastern hills of their empire. Just as they stood firm against the seemingly unstoppable tide of warlords on muscled horses, they now form up behind their shields and bring weapons to bear against the warjacks that dominate the modern battlefield. Their pikes tipped with powerful explosive charges, Iron Fangs can blast through infantry and heavy warjack armor with equal success.

Behind their tower shields, Iron Fangs are notoriously difficult to kill; even coordinated rifle fire sometimes bounces off their armored frames as they continue their implacable advance. They have trained to regard their heavy armor as a second skin, able to ignore its weight and even sleep comfortably in it. In battle they move with military precision, interlocking their shields to form a nearly impenetrable mobile wall.

After centuries of service, the Iron Fangs have become a heralded tradition of the Khadoran Army, their fraternal bond legendary. Upon acceptance into the legion of Iron Fangs, a soldier swears a blood oath, casts off the life he lived before, and dedicates himself to his fellow soldiers, his country, and the art of war.

IRON FANG OFFICER & STANDARD

KHADOR UNIT ATTACHMENT

Our charge is like the avalanche, sweeping all before it and ending in an unconquerable wall.
—Iron Fang Kapitan Ilia Krasnaia

The Iron Fangs are devoted to being the finest martial order in all of Immoren. Their recruiting and training regimen borders on superhuman and ensures that those who "earn their fangs" are pikemen without equal and that the men who bear the honor of commanding them are consummate leaders. When Iron Fang units charge into action, double timing toward the enemy across the most unforgiving of ground, the calls of their lieutenants and kapitans urge them onward. Once the troopers are within striking distance, their officers lead them in precision attacks with their blasting pikes. With these, the Iron Fangs are true to their name, as they can easily rend open the iron-hulled warjacks of the enemy to dismantle them where they stand.

Some revered veterans among the Iron Fangs are bestowed with the honor of carrying the unit's standard. The bearer holds high the banner of the Motherland to fill the hearts of his countrymen with pride and determination and provide a rallying point on the field. The pikemen truly become men of iron under the bold Khadoran colors. Signaled into motion by the standard bearer, the unit swiftly forms a shield wall in the thick of battle. When they are protected by their brothers under the skilled coordination of their officers and inspired by the sight of the company standard bearers, no enemy exists that the Iron Fangs cannot overcome.

Attachment [Iron Fang Pikemen] – This attachment can be added to an Iron Fang Pikemen unit.

OFFICER

Combined Melee Attack

Officer

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

Tactics: Relentless Charge – Models in this unit gain Relentless Charge. (Models with Relentless Charge gain Pathfinder during activations they charge.)

STANDARD BEARER

Standard Bearer

BLASTING PIKE

Reach

Critical Knockdown – On a critical hit, the model hit is knocked down.

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

BLASTING PIKE	
POW	P+S
7	13

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

OFFICER'S DAMAGE	5
FIELD ALLOWANCE	1
POINT COST	2
SMALL BASE	

TACTICAL TIPS

DEFENSIVE FORMATION – If this model runs, this ability can be declared only before this model moves, as its activation ends after it runs, preventing it from using this ability at that time.

OFFICER - Because this model is an Officer, when it is destroyed it does not replace a Grunt in its unit. Instead the unit Leader becomes the unit commander. Remember, this model can issue the Shield Wall order to its unit.

IRON FANG UHLANS

KHADOR CAVALRY UNIT

In ages past the uhlans rallied against the Orgoth and all the enemies of Khador. It is our responsibility to bring honor to their legacy.

—Kapitan Brezlev Yvinov, 431 AR

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

BLASTING LANCE	
POW	P+S
10	16

SHORT SPEAR	
POW	P+S
4	10

MOUNT
POW
12

DAMAGE	5 EA
FIELD ALLOWANCE	1
LEADER & 2 GRUNTS	7
LEADER & 4 GRUNTS	11
LARGE BASE	

LEADER & GRUNTS

Combat Rider – During a combat action it did not make a charge attack, this model can make one melee attack with its Mount.

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

Relentless Charge – This model gains Pathfinder during activations it charges.

BLASTING LANCE

Critical Knockdown – On a critical hit, the model hit is knocked down.

Lance – This weapon can be used only to make charge attacks. When this model charges, this weapon gains Reach until the charge is resolved.

SHORT SPEAR

Close Combat – This model cannot make an initial attack with this weapon during an activation it charged at least 3".

MOUNT

Critical Knockdown – On a critical hit, the model hit is knocked down.

Uhlan traditions define Khadoran cavalry warfare. The descendants of the horselords of old employ tactics and feats of riding few outside of Khador can hope to mimic. Their bravery is a legend they prove in every battle. Serving as the vanguard of the Iron Fang legions, the uhlans are often the first to make contact with the enemy. In tightly bound formations these mounted Iron Fangs fluidly ride together, melding classical equestrian tactics with the fighting formations of the pikemen.

Uhlans clear the way with blasting lances and the striking hooves of their Pozdyov warhorses, enabling them to storm across even the most heavily contested battlefield. These lances are the explosive point of the crushing onslaught that is the uhlan charge. Once they enter close combat, the riders employ the short blades on the haft of their lances to cut the enemy down.

The uhlan tradition demands that a horse fights as fiercely as its rider. The heavily armored mount can crush a man's skull with ease under its hooves. So powerful are these horses that they can even knock aside warjacks as they charge across the battlefield. The loyal and intelligent warhorses carry the massive weight of the armored Iron Fangs with ease. They charge over obstacles that would stall less skilled riders, moving with graceful strength and agility as they bear down upon the enemy.

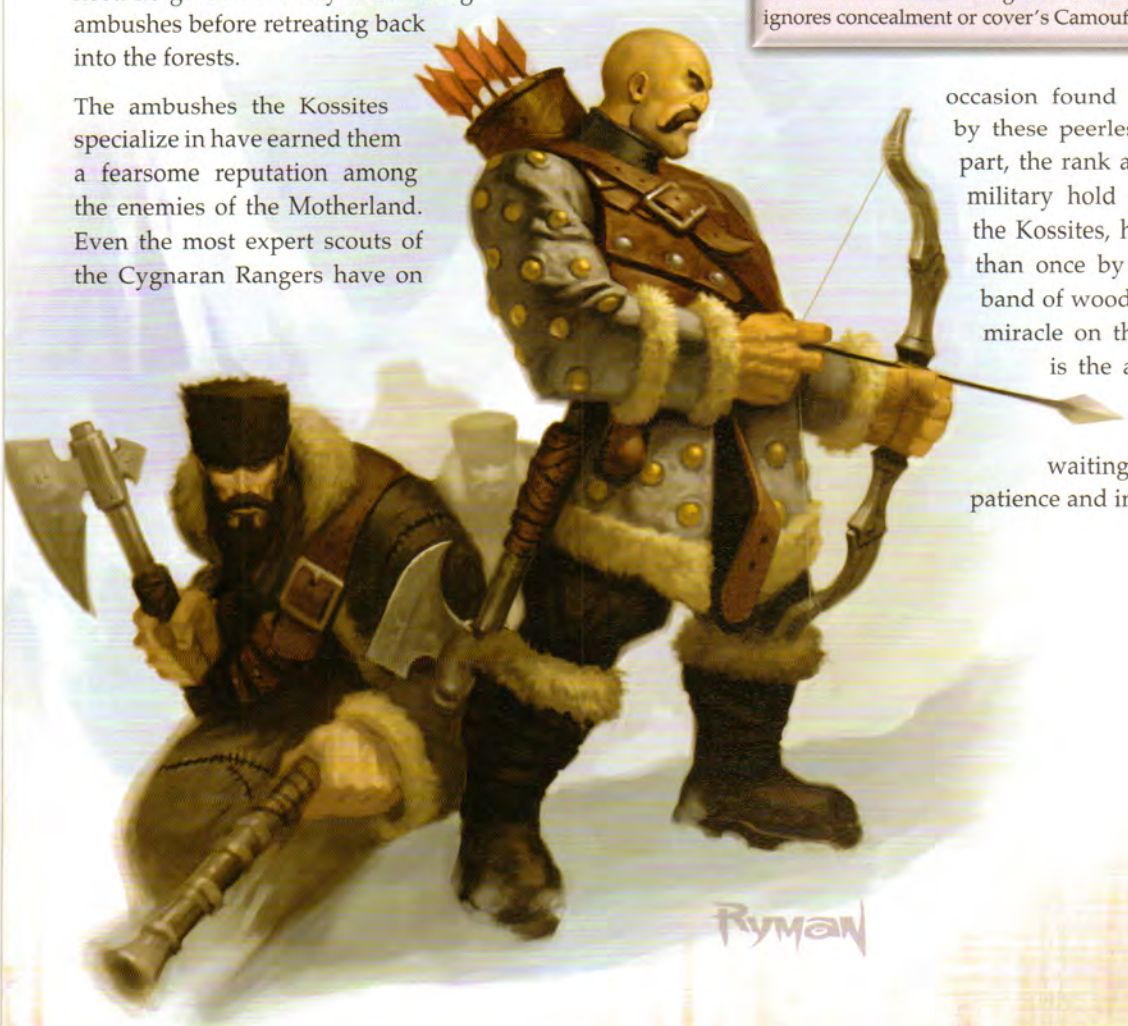
KOSSITE WOODSMEN
KHADOR UNIT

Ignore their insubordination, Kommander. They fight with spirit and terrify the enemy, who know not from where they strike. Such heart earns liberties.
—Prince Vladimir Tzepesci

It is the law of Khador that all its citizens must serve in the military, even those on the far fringes of the empire. The Kossite clans of the far north have no exemption from conscription. Their clothes are motley, but their minds are sharp, and like the other Khadoran tribes they descend from ancient warriors. While their muskets and elk-horn bows resemble antiques with the patina of years, they are no less deadly for their age. Trackers and deadly hunters, the Kossites trust in nothing save their own abilities and rely on no one but themselves.

The significant wilderness skills of these fiercely independent people prompts the High Kommand to allow Kossite troops some latitude within the military structure. The woodsmen encamp separately from the Winter Guard and follow the orders of their superior officers grudgingly. Indeed, the only method the Khadoran Army has found to maintain discipline is to keep the Kossite units composed of individuals from the same clan. A benefit of this is that the members of a Kossite band are already accustomed to working together, and upon orders from their superiors they need no guidance to lay devastating ambushes before retreating back into the forests.

The ambushes the Kossites specialize in have earned them a fearsome reputation among the enemies of the Motherland. Even the most expert scouts of the Cygnaran Rangers have on occasion found themselves surrounded by these peerless woodsmen. For their part, the rank and file of the Khadoran military hold a grudging respect for the Kossites, having been saved more than once by the timely arrival of a band of woodsmen appearing as if by miracle on the enemy's flank. Many is the army that thought itself well deployed only to be undone by Kossites waiting in ambush with the patience and instincts of the hunter.



LEADER & GRUNTS

Pathfinder

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 this unit in formation within 3" of the chosen table edge.

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

RANGED ATTACK			
RNG	ROF	AOE	POW
10	1	–	10

HAND WEAPON	
POW	P+S
3	8

FIELD ALLOWANCE	2
LEADER & 5 GRUNTS	4
LEADER & 9 GRUNTS	6
SMALL BASE	

Camouflage – This model gains an additional +2 DEF when benefiting from concealment or cover.

Reform – After all models in this unit have completed their actions, each can advance up to 3"

TACTICAL TIPS

CAMOUFLAGE – If a model ignores concealment or cover, it also ignores concealment or cover's Camouflage bonus.

KAYAZY ASSASSINS

KHADOR ALLY UNIT

They march to war with us because they possess the ruthless will to do what the enemy will not.

—Kommandant Yegoruv Ilyevich, 1st Division, 1st Army

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

ASSASSIN BLADE	
POW	P+S
4	10

FIELD ALLOWANCE	2
LEADER & 5 GRUNTS	5
LEADER & 9 GRUNTS	8
SMALL BASE	

LEADER & GRUNTS

Stealth

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

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

Parry – This model cannot be targeted by free strikes.

While the kommanders have earned their share of glory, others seek to profit from Khador's recent conquests. The *kayazy*, the great Khadoran merchant-princes and industrialists, have supported the war with hard work and coin. These scheming manipulators have long preserved their interests by employing highly skilled killers against their rivals in the bloody games of commerce. The deadly emissaries work together to surround and slaughter an enemy with brutal stabs from their plunging blades. On the orders of the kayazy, these gangs of assassins have come south to bring their honed skills at swordplay and murder to the battlefield. In this fashion the merchant-princes assure that their profits continue unimpeded by the vagaries of military command.

Drawn originally from the most ruthless and skilled street gangs in the larger Khadoran cities, these grim killers survived amid harsh alleyways by slitting the throats of those who would do the same to them. Serving the kayazy as an assassin brings a measure of respect and status, and these men climbed the ranks of the underworld on a rising pile of corpses to gain the patronage of their influential masters. Many soldiers feel uncomfortable around these murderous duelists, but none can fault their skill and efficiency.

These blademen mastered the duelist's art in a school where failure brought deadly consequence. They fight in the Korsk style, wielding a thrusting blade in one hand while using their cloak in the other to entangle a foe's weapon or arm before striking. Kayazy assassins boast expertise in swordplay the equal or better of pompous blade masters of noble lineage. Few can stand against the flurry of flashing blades as several assassins close at once on their chosen victim.

KAYAZY ASSASSIN UNDERBOSS

KHADOR ALLY UNIT ATTACHMENT

He finds killing so easy I think it requires more effort for him to let a man who crosses him live.

—Capo Georgi Barayev

Some say the ruthless underbosses who lead handpicked bands of assassins hold the true power among the killers employed by the kayazy. These criminal commanders achieve their status through cutthroat competition among the Korsk gangs. Beyond being deadly with a blade, an underboss must demonstrate intelligence, patience, and the ability to accumulate and preserve wealth. Surviving long enough to enjoy one's fortune is an accomplishment in itself, but no underboss can become soft, as his underlings stand ready to replace him at any sign of weakness. The kayazy often set rival gangs against one another in underworld shifts of alliances and betrayals.

Attachment [Kayazy Assassins] – This attachment can be added to a Kayazy Assassins unit.

UNDERBOSS

- Officer
- Stealth
- Tough

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

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

ASSASSIN BLADE ×2	
POW	P+S
4	10

DAMAGE	5
FIELD ALLOWANCE	1
POINT COST	2
SMALL BASE	

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

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

Parry – This model cannot be targeted by free strikes.

Tactics: Duelist – Models in this unit gain +2 DEF against melee attack rolls.

TACTICAL TIPS

Officer – Because this model is an Officer, when it is destroyed it does not replace a Grunt in its unit. Instead the unit Leader becomes the unit commander.

The wealth of riches that the kayazy offer to participate in the ongoing war effort has not gone unnoticed, and many underbosses want to claim a piece of the action. These ambitious assassins make the necessary arrangements for their kills and hand-select the best murderers among their crews. Underbosses often lead particularly important strikes personally to show subordinates exactly how to do things properly.

Hiring an underboss and his crew represents a substantial investment but one well worth the coin, for such a group can all but assure completion of the task. These honed killers know that no peaceful retirement awaits them should they fail. Those who displease the underboss will be maimed—if he is feeling merciful—or have their throats slit.

MAN-O-WAR BOMBARDIERS

KHADOR UNIT

They provide all the benefits of a mobile artillery battery without requiring support to protect them. An enemy who comes too close will find that the Bombardiers are dangerous at any range.

—Kommandant Dmitri Zaitsev

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

GRENADE CANNON			
RNG	ROF	AOE	POW
10	1	3	14

CHAIN BLADE	
POW	P+S
4	13

DAMAGE	8 EA
FIELD ALLOWANCE	1
LEADER & 2 GRUNTS	7
LEADER & 4 GRUNTS	11
MEDIUM BASE	

LEADER & GRUNTS

Fearless

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, after the attack is resolved this model can make one additional attack against the model hit.

TACTICAL TIPS

CRITICAL SHRED – If the model hit was destroyed by the attack, this model cannot attack it again. A model can make additional attacks only during its combat action.

Man-O-War bombardiers blast apart the enemy as they inexorably advance into gunfire that would easily annihilate less-armored troops. Each bombardier is armed with an enormous chain blade that is revved into motion once the Man-O-War closes with the enemy. These blades inflict grievous wounds on flesh-and-blood opponents, and their distinctive bone-rattling buzz fills the enemy with dread. Mounted above the chain blade is a powerful grenade launcher, which propels hand-loaded grenade rounds into unfriendly forces. These can be fired at acute angles to rain death on targets far behind the enemy's front line.

Along with their fellow Man-O-War soldiers, the bombardiers make up the core of Khador's heavy shock forces. They move at the slow pace of all who wear the huge steam-armor suits, but the impressive range of their grenade launchers more than compensates for their lack of speed. A line of bombardiers ponderously advances, firing their grenades like mobile artillery. By the time these metal-encased warriors reach the enemy and close in for the kill, their opponents are scattered and shell-shocked. Finally, remaining foes are deafened by the roar of chain blades chewing through flesh and steel. Enemy troops are horrified to see the Man-O-War bombardiers tear apart even heavily armored warjacks like a pack of wolves savaging their prey.

MAN-O-WAR DEMOLITION CORPS

KHADOR UNIT

Jarvin raised his shield in time to block the hammer's blow, but both shield and helm exploded in a thousand frozen pieces. It was a small mercy.

—Captain Fend Hawkwood of the Cygnaran Sword Knights on an encounter with the Demolition Corps

The steam-powered Man-O-War Demolition Corps is the premier siege assault force of the Khadoran Army. Each member of the corps wields an enormous, mechanikally enhanced ice maul developed at the Rigevnya Complex in Korsk. These mauls shimmer with super-cooled air and are able to flash-freeze metal or flesh on contact. Armor shatters into lacerating shrapnel when the Man-O-War brings the hammer down. Leveraging the suit's ogrun-like strength along their long hafts, the mauls can cripple a warjack or explode even the thickest stone to dust in a few precise strikes. Few men can survive a direct impact; even a glancing blow causes frost burn and splintered bone.

When Man-O-War armor was first developed, the High Kommand intended to prove that the challenges of siege warfare could be solved with the brute force embodied by these living steamjacks, and even now only the toughest troops can handle the armor. Every soldier volunteering to join the corps is required to pass a grueling obstacle course nicknamed "the Crusher," a three-day test of endurance, discipline, and strength. Those who emerge successful are transformed.

The corps charge across the battlefield when unleashed, relying on their armor to shrug off enemy fire as they close with the enemy. They pound warjacks to scrap, annihilate lesser soldiers, and shatter perimeter walls with the mauls they carry at the ready. Theirs is a brotherhood of discipline and courage—soldiers who transform into an unstoppable mechanikal force on the battlefield.

LEADER & GRUNTS

Fearless

ICE MAUL

Reach

Backswing (★Attack) – Make two attacks with this weapon.

Ice Breaker (★Attack) – Make a melee attack with this weapon. Gain an additional die on the damage roll.

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

ICE MAUL	
POW	P+S
5	14

DAMAGE	8 EA
FIELD ALLOWANCE	3
LEADER & 2 GRUNTS	6
LEADER & 4 GRUNTS	9
MEDIUM BASE	

TACTICAL TIPS

BACKSWING – These attacks are simultaneous.

MAN-O-WAR SHOCKTROOPERS

KHADOR UNIT

Soldiers who retire from battle become no more than old, sad men. They shrivel away to nothing and huddle by their hearths to await death's release. I will not fade like that. When the time comes, I will die in steam!

—Deidric Harkinos, veteran Man-O-War shocktrooper

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

SHIELD CANNON			
RNG	ROF	AOE	POW
6	1	—	14

ANNIHILATOR BLADE	
POW	P+S
5	14

DAMAGE	8 EA
FIELD ALLOWANCE	3
LEADER & 2 GRUNTS	6
LEADER & 4 GRUNTS	9
MEDIUM BASE	

LEADER & GRUNTS

Combined Melee Attack

Fearless

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

ANNIHILATOR BLADE

Reach

Man-O-War shocktroopers wield powerful annihilator blades, one stroke of which can split the armor of a light warjack or wholly eviscerate a mere man. As with more traditionally armored heavy infantry, they can file into ranks and lock their shields in formation, but each shield also boasts a powerful short-range cannon. Though the shocktroopers prefer to rely on their blades, the cannon blast gives them added reach and versatility on the battlefield.

Only the most steadfast soldiers earn the right to wear the Man-O-War armor, though many jump at the opportunity. After all, it is not every day that one can experience the world from a warjack's perspective.

Because fabricating warjack cortexes in Khador requires rare materials in short supply, the Khadoran Mechaniks Assembly had long sought a viable supplement to these expensive and precious weapons. In 470 AR Jachemir Venianminov came upon a solution that was simplicity itself: transforming men into steam-powered Man-O-War wrecking crews.

The Man-O-War suit of armor is a miraculous creation imbuing the soldier with almost the same strength, durability, and protection against the elements as a warjack. There are drawbacks to wearing heavy battle armor powered by a steam boiler, however. Man-O-War troops are susceptible to heat stroke, exhaustion, and the occasional steam leak that can cook them alive in minutes. Despite these possibilities, one will never hear a Man-O-War complaining or asking for comfort, for they are proud of their tradition and willingly embrace the risks in the service of the military.

WIDOWMAKERS
KHADOR UNIT

With every bullet you carry death.
—Widowmaker Kapitan Govoyen Krinevich

Widowmakers are the elite scout-sniper division of the Khadoran military, which has embraced and elevated them to the status of national heroes. The standards to join the Widowmakers are among the most exacting of all Khador's specialist forces, and only those riflemen who demonstrate peerless skill with the rifle are accepted. Because the Widowmakers are first and foremost a merit-based corps, membership is open to any who aspires to bring death from afar, whether peasant-born, rural hunter, or of noble blood. Widowmakers wield their long-barreled hunting rifles with skill that cannot be overstated, able to take apart incoming warjacks piece by piece with well-placed shots. Killing a man is as automatic as drawing breath.

LEADER & GRUNTS

Advance Deployment

Pathfinder

Camouflage – This model gains an additional +2 DEF when benefiting from concealment or cover.

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

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

HUNTING RIFLE			
RNG	ROF	AOE	POW
14	1	—	10

SWORD	
POW	P+S
3	8

FIELD ALLOWANCE	1
LEADER & 3 GRUNTS	4
SMALL BASE	

TACTICAL TIPS

CAMOUFLAGE – If a model ignores concealment or cover, it also ignores concealment or cover's Camouflage bonus.

A Widowmaker's primary role is to neutralize officers to facilitate chaos among the enemy. They frequently advance ahead of the main battlegroup, their arrival indicated by enemy officers abruptly falling dead before the report of rifle fire can be identified. They also support strategic withdrawals by ensuring their own wounded do not become prisoners. If a downed officer cannot be retrieved, Widowmakers make sure he does not fall into the wrong hands for interrogation. A true patriot knows it is better to die by a comrade's bullet than to be placed in irons on an enemy's torture rack.

Widowmakers know that inspiring fear and hatred come with the territory. Officially, Widowmakers are not used in domestic conflicts, but it is rumored that their talents have been used to pick off dissenters, rabble-rousers, or corrupt kayazy suspected of disloyalty to the crown. Widowmakers expect little charity from their enemies if captured; indeed, Cygnarans often hang them without trial.

WINTER GUARD INFANTRY

KHADOR UNIT

It is the joy of every son and daughter of the Motherland to take up arms and defend her to the death. He who would avoid this service does not deserve to breathe the same air as the patriot who stands next to him.

—Lord Regent Velibor

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

BLUNDERBUSS			
RNG	ROF	AOE	POW
8	1	–	12

AXE	
POW	P+S
3	8

FIELD ALLOWANCE	3
LEADER & 5 GRUNTS	4
LEADER & 9 GRUNTS	6
SMALL BASE	

LEADER & GRUNTS

Combined Ranged Attack

When a Khadoran male reaches seventeen winters, he is conscripted into the Winter Guard. Women are also accepted into the ranks, though they are discouraged from volunteering if they have children in their care. Some conscripts are assigned to police forces that patrol the towns and cities of Khador, while others are sent to the front lines. As the war escalates and unexpected threats manifest even within Khador's borders, the people increasingly look to the Winter Guard for protection.

Winter Guard equipment has changed only slightly since their inception. Their battle axes are stout and well suited for mundane tasks in the field—as well as for hacking into the enemy should they close. Most infantry, however, rely on the blunderbuss, a powerful if somewhat inaccurate weapon that uses a hefty blast of powder to fire a heavy slug capable of penetrating the armor of a warjack. Though southern riflemen disdain the short range of these squat weapons, there is no doubt they pack a powerful punch, particularly when Winter Guard concentrate fire. Relatively cheap to manufacture and using ammunition that can be produced in bulk, these guns place little strain on the Khadoran treasury.

The Winter Guard make up the majority of the Khadoran military and are found at the core of every garrison and substantial combat force. Their training is designed to get the young soldiers immediately into battle. Empress Ayn Vanar has been able to maintain constant reinforcements and field a formidable army at an affordable cost by running many Winter Guard training camps across Khador, from the largest complexes at Volningrad to the rural outposts near Uldenfrost. Through their training, members of the Winter Guard learn what it means to be truly Khadoran: to love their nation by risking death in battle.

WINTER GUARD OFFICER & STANDARD

KHADOR UNIT ATTACHMENT

Since my childhood I have dreamt of nothing more than to serve the Motherland like my forefathers. I stand proud with my brothers and sisters in arms, true patriots all.

—Korporal Boris Andreievich, Winter Guard Standard Bearer, 3rd Force, 5th Border Legion

TACTICAL TIPS

OFFICER – Because this model is an Officer, when it is destroyed it does not replace a Grunt in its unit. Instead the unit Leader becomes the unit commander.

The Winter Guard is the foundation of the Khadoran military, and its stalwart officers form the bedrock of the Winter Guard. Even the lowest ranking officers are heroes of the people, for it is they who lead the Motherland's armies on the front lines. As the war rages on, more and more young Winter Guard officers are sent directly to the front after graduating from the Druzhina, the elite military academy and officer training school in the Khadoran capitol of Korsk.

Druzhina cadets are drilled mercilessly day and night to ensure their battle readiness upon completion of their training. The intense exercises prepare the newest officers to push their units to the limits and well beyond. The officers' harshness, tempered with a fair and even hand instituted by centuries of tradition, garners them respect, admiration, and even love from the men who realize the direction of a good leader can often mean the difference between life and death.

The honor of becoming a Winter Guard standard bearer can be earned only in the trial and fire of the battlefield. It is a great inspiration for the common soldiers of Khador to see one of their own selected for this honor and given the opportunity to become a living symbol of their beloved empire. Any soldier brave enough to place the colors of the Motherland before his own life is a true patriot. He can march into battle secure in the knowledge that if he should fall, one of his comrades will catch the standard even before it hits the ground and carry on the sacred duty in his place.

Attachment [Winter Guard Infantry] – This attachment can be added to a Winter Guard Infantry unit.

OFFICER

Combined Ranged Attack

Officer

Bob & Weave (Order) – Affected models make a full advance during their normal movement this activation and gain +2 DEF for one round.

Tactics: Combined Melee Attack – Models in this unit gain Combined Melee Attack.

STANDARD BEARER

Combined Ranged Attack

Standard Bearer

Grape Shot – While this model is in formation, models in its unit can make a Grape Shot special attack. A Grape Shot special attack is a ranged attack with RNG SP 8, AOE –, and POW 10. When making a Grape Shot special attack, models cannot participate in combined ranged attacks.

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

BLUNDERBUSS	RNG	ROF	AOE	POW
	8	1	–	12

AXE	POW	P+S
	3	8

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

BLUNDERBUSS	RNG	ROF	AOE	POW
	8	1	–	12

AXE	POW	P+S
	3	8

OFFICER'S DAMAGE	5
FIELD ALLOWANCE	1
POINT COST	2
SMALL BASE	

WINTER GUARD INFANTRY ROCKETEER

KHADOR WEAPON ATTACHMENT

They watched us take position, and it was not until the rockets consumed their front ranks that the smug expression left their faces, illuminated by glorious fire.

—Winter Guard Sergeant Pachek Kasnovo

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

ROCKET			
RNG	ROF	AOE	POW
14	1	3	12

BLUNDERBUSS			
RNG	ROF	AOE	POW
8	1	–	12

AXE	
POW	P+S
3	8

FIELD ALLOWANCE	2
1 ROCKETEER	1
UP TO 2 ADD'L ROCKETEERS	1EA
SMALL BASE	

Attachment [Winter Guard Infantry] – This attachment can be added to a Winter Guard Infantry unit.

ROCKETEER

Combined Ranged Attack

Take Up – If this model is destroyed or removed from play, you can choose a Grunt in this unit within 1" of this model to take its place. 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.

ROCKET

Cumbersome – If this model attacks with this weapon during its activation, it cannot attack with another ranged weapon that activation. If this model attacked with another ranged weapon this activation, it cannot attack with this weapon.

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

TACTICAL TIPS

Take Up – Effects include spells and animi. Remember that if this model remains in play as a result of Take Up it is the same model.

Occupied Llael has become a windfall of military knowledge and weaponry for the legions of Khador. Under the watchful eye of the Greylords Covenant, the alchemists of the Order of the Golden Crucible have been forced to stoke the fire of the great Khadoran war machine and add to its growing arsenal.

Among the products of these oppressed labors are man-portable rockets of devastating potential. Carried by specialists known as rocketeers, typically bold and loyal sons of the Motherland, these weapons add tremendous punch to Winter Guard units. Though special training is required for any extended care and handling of the volatile weapons, a soldier needs little instruction in their actual use.

The appearance of these easily operated support weapons was an unpleasant shock to Khador's enemies. Accustomed as they were to the short threat range of the standard Winter Guard blunderbuss, the first Cygnaran and Protectorate troops to encounter rocketeers suffered severe casualties. The Khadoran infantry fired rockets into the enemy ranks on their approach, blasting holes in enemy formations and sending them reeling. A few well-placed rockets suppressed enemy fire and movements long enough for the rest of the unit to close and mop up any survivors with their standard weaponry. Khadoran officers have determined that the inclusion of rocketeers in Winter Guard units has bolstered morale, and kommanders supplement their units with the deadly support weapons whenever possible.

WINTER GUARD FIELD GUN CREW

KHADOR WEAPON CREW UNIT

I have heard men speak of the hand of fate guiding the outcome of a battle, and I find such talk to be complete nonsense. In my experience, fate is on the side of the big guns.

—Kommandant Gurvaldt Irusk

The Winter Guard field gun is a marvel of modern munitions. The gun's design was submitted by the Khadoran Mechaniks Assembly in response to Supreme Kommandant Irusk's mandate for a modern army supported by powerful artillery. The creation of the field gun would have been an impossibility less than a decade earlier, but advances in manufacturing and assembly have been spurred on by Khador's ongoing war efforts. Precision machining allows for the creation of every part of the gun, from its tempered steel barrel to the highly accurate shells it fires. Sometimes mistaken as an antiquated warship's deck gun, the weapon has proven to be a devastating surprise for more than one enemy commander. Once the field gun is in a firing position, there can be no doubt as to its true destructive power.

The gun is crewed by a three-man team of Winter Guard that aim, fire, and reload the weapon with the ease that comes only from countless hours of relentless drills and battle experience. For the sake of efficiency and practicality, each member of the crew is thoroughly trained in all aspects of the weapon's operation and maintenance. Working in unison, the guardsmen blow holes through the enemy line with a constant barrage of precision cannon fire.

The field gun can clear a path through the hardest of targets with murderous regularity. As the thunderous echo of field gun fire resounds across the battlefield, it serves as a fatal reminder to those who oppose Khador: to silence her guns you must silence the Motherland herself.

FIELD GUN

Critical Knockdown – On a critical hit, the model hit is knocked down.

Light Artillery – This weapon cannot be used to make attacks or special actions during activations this model moves. This model cannot gain the aiming bonus when attacking with this weapon and cannot charge. If this model attacks with this weapon during its activation, it cannot attack with any other weapons that activation.

Range Finder – While B2B with one or more Grunts in this unit, this model gains +2 to attack rolls with this weapon.

LEADER

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

FIELD GUN

RNG	ROF	AOE	POW
16	1	—	14

AXE

POW	P+S
3	8

GRUNTS

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

BLUNDERBUSS

RNG	ROF	AOE	POW
8	1	—	12

AXE

POW	P+S
3	8

FIELD ALLOWANCE 2

LEADER & 2 GRUNTS 2

LEADER LARGE BASE

GRUNT SMALL BASE

WINTER GUARD MORTAR CREW

KHADOR WEAPON CREW UNIT

Artillery is the final judgment of gods and kings.

—Winter Guard 88th Artillery Kompany Motto

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

MORTAR			
RNG	ROF	AOE	POW
20	1	4	16

AXE	
POW	P+S
3	8

GRUNT						
SPD	STR	MAT	RAT	DEF	ARM	CMD
4	5	5	5	12	13	8

BLUNDERBUSS			
RNG	ROF	AOE	POW
8	1	—	12

AXE	
POW	P+S
3	8

FIELD ALLOWANCE	2
LEADER & GRUNT	3
LEADER LARGE BASE	
GRUNT SMALL BASE	

MORTAR

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

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

Light Artillery – This weapon cannot be used to make attacks or special actions during activations this model moves. This model cannot gain the aiming bonus when attacking with this weapon and cannot charge. If this model attacks with this weapon during its activation, it cannot attack with any other weapons that activation.

Minimum Range [8] – Attacks made with this weapon cannot target any model within 8" of it.

Range Finder – While B2B with one or more Grunts in this unit, this model gains +2 to attack rolls with this weapon.

The light mortar utilized by the Winter Guard was developed as a result of Kommandant Irusk's work to modernize the Khadoran military. First deployed during the invasion of Llael, this weapon was instrumental in the early days of that conflict. The Llaelese and their Cygnaran allies were unprepared for Khadoran troops supported by light artillery that could reposition and rapidly adapt to the flow of battle. Well-trained crews laid down a rain of fire that decimated troops and fortifications alike, leading to swift victory.

Though still quite heavy, each individual mortar is far lighter than traditional artillery as well as being simple to operate, easy to maintain, inexpensive to build, and devastating to the enemy. The incorporation of portable mortars into Winter Guard companies has allowed them to become increasingly self-reliant, bringing sufficient firepower to serve as their own artillery while still reacting to enemy movements with ease. Even a single mortar crew is capable of intimidating firepower, and multiple mortar crews can unleash protracted barrages of incredible destructive power.

Winter Guard troops charge from behind this rolling curtain of fire as the mortar crews sustain their barrage until the moment just before the soldiers reach the opposing line. The enemy must take cover from the incoming blasts, and the shock of the rolling barrage leaves the survivors stunned and demoralized—easy targets for the infantry of the Winter Guard. Truth be told, the mortar's relative inaccuracy at shorter ranges has led to a number of deaths in friendly fire, but most officers shrug off these additional casualties as the price of war.

WINTER GUARD RIFLE CORPS

KHADOR UNIT

I have only one life for Khador and the empress, but I have one hundred bullets for their enemies.
—Unofficial motto of the Rifle Corps

The bulk of Winter Guard troops are issued time-tested and reliable blunderbusses, but as part of the ongoing modernization of the Khadoran army, some conscripts train to use longer-ranged rifles. The rifle corps is one of the more successful Khadoran military experiments, made possible by recent military successes. Funded by local kayazy patrons and by the spoils of war, each company of riflemen comes from a specific region and is attached to an existing Winter Guard platoon. Those selected to join the rifle corps receive advanced training with their Blaustavya military rifles before returning to the front where they fight alongside their fellow Winter Guard.

Winter Guard chosen to join the rifle corps must endure weeks of intense drills. They are expected to be able to fieldstrip and reassemble their rifles in a matter of seconds and spend endless hours practicing breech-load rapid-fire techniques. Each corpsman must be able to aim, fire, and reload his rifle flawlessly in concert with his unit. Even as they load the single round into the breech they are already taking aim at their next target. When ordered by their sergeant, a rifle corps squad can produce such a tremendous volume of fire in a general area as to make it virtually impassable to enemy troops. Additionally, the rifle corps train continuously in formational firing drills. Each member of the unit becomes unconsciously aware of his place in their formation, kneeling or moving aside so as to never block his comrades' firing lanes.

All their training combines to make these men and women some of the most reliable troops in the general Khadoran army. The rifle corps has a growing reputation for deadliness, and many fresh Winter Guard conscripts aspire to join their ranks.

LEADER & GRUNTS

Ranked Attacks – Friendly Faction models can ignore this model when determining LOS.

Suppressing Fire (Order) – This order can be issued only if two or more models with ranged weapons in this unit in formation are able to forfeit their actions. Each model in this unit in formation must forfeit its action. Other than the Standard Bearer, those models that do are participants. Place an AOE completely within 14" of all participants, with its center point in LOS of all participants, ignoring intervening models. The size of the AOE is based on the number of participants. If there are 2–4, the AOE is 3". If there are 5–7, the AOE is 4". If there are 8 or more, the AOE is 5". When a model enters or ends its activation within the AOE, it suffers a POW 10 damage roll. Suppressing Fire lasts for one round or until all participants have been destroyed or removed from play.

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

RIFLE			
RNG	ROF	AOE	POW
14	1	—	10

AXE	
POW	P+S
3	8

FIELD ALLOWANCE	3
LEADER & 5 GRUNTS	5
LEADER & 9 GRUNTS	8
SMALL BASE	

GREAT BEARS OF GALLOWSWOOD

KHADOR IRON FANG CHARACTER UNIT

It is only we and the ghosts of Kragvold who are worthy to bear our kompany name.

—Kapitan Joreslev Volkov

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

GREAT AXE	POW	P+S
	5	12

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

GREAT AXE	POW	P+S
	5	12

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

GREAT AXE	POW	P+S
	5	12

DAMAGE	5 EA
FIELD ALLOWANCE	C
VOLKOV, KOLSK, & YAROVICH	5
SMALL BASE	

VOLKOV

Fearless

Officer

Tough

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

Granted: Relentless Charge – While this model is in play, models in this unit gain Relentless Charge. (Models with Relentless Charge gain Pathfinder during activations they charge.)

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

KOLSK

Fearless

Tough

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

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

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

YAROVICH

Fearless

Tough

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

Granted: Circular Vision – While this model is in play, models in this unit gain Circular Vision. (The front arc of a model with Circular Vision extends to 360°.)

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

GREAT AXE

Reach

Weapon Master

Backswing (★Attack) – Make two attacks with this weapon.

TACTICAL TIPS

Backswing – These attacks are simultaneous.

Officer - Because Volkov is an Officer, when he is destroyed he does not replace Kolsk or Yarovich. Instead Kolsk or Yarovich becomes the unit commander.

The Great Bears of Gallowswood are the survivors of an Iron Fang kompany once based out of Kragvold Fort, a rugged bastion overlooking Khador's border where it touched both the Ordic hills and Cygnar's Thornwood Forest. They have earned such a reputation for honor and bloody self-sacrifice that the mere mention of their names causes rooms to hush with respectful silence. Men relate the Great Bears' stories as if witnesses to their deeds rather than hearing them secondhand.

Joreslev Volkov, the sixth in an unbroken line of Iron Fangs, earned fame with this unit while still a lieutenant. He won his Shield of Khardovic and Sash of Valor in a series of bloody engagements near Fellig. These included attacks to destabilize Cygnaran border garrisons and numerous skirmishes against disreputable mercenary companies paid in Cygnaran coin to harass Khadoran citizens living near the border. Volkov earned the honorific of "Fang of the First Bear" when just twenty-two years old, the youngest ever to do so, by leading his squad against five times their number near Karlwine Creek.

In 593 AR the craven southlanders grew tired of their losses from border skirmishes and decided to destroy Kragvold Fort entirely. Volkov, foremost among those who stood against the Cygnaran attack, fought beside his trusted brother in arms Moskor Kolsk. A heavily muscled younger scrapper named Kartov Yarovich soon joined them. As Cygnarans poured into the breach and their countrymen died around them, this trio held one of the largest passages into the open courtyard by themselves. The three yielded their position only when they could no longer bear the weight of the profusion of Cygnaran dead accumulated into a bleeding wall pressing down on them. Every foot of ground the Great Bears surrendered they soaked in Cygnaran blood. Volkov eventually saw that the fortress had fallen, and they made their retreat. The Cygnarans cheered in relief to see them go, weary of sacrificing their own against these bloody-minded heroes. The Great Bears watched in fury as their home collapsed to rubble and burned. Cygnar erased it and their dead comrades from the face of Khador in a great pyre, an ignoble end to such worthy men.

The High Kommand awarded each of the Great Bears for having fought on past any hope of victory, yet they cared little for accolades. Volkov refused to reform his kompany even after his superiors promoted him to kapitan. He pointed to Kolsk and Yarovich and said they carried the weight of the fallen dead.

Seeing the trio join an engagement sends an immediate thrill through war-weary men. The Great Bears have fought in nearly every major battle for the last fifteen years, and on many occasions their tireless ferocity has turned the tide. Volkov, the bearded and dark-eyed leader admired by every officer, has a nose for the shifting tides of battle and an uncanny ability to arrive where most needed. The older Kolsk's Sabers of Service testify to twenty unflinching years in uniform, and he serves as the lieutenant every kapitan or kommandant dreams to have at their side. He never questions his orders and can find a way to execute the most impossible plans. Yarovich is the wildest of the three, called "the Brute" by some, but with affection. A kovnik once baited Yarovich into a fight outside a drinking hall, thinking himself safe behind his uniform, and Yarovich killed him with a single punch. No one dares pick a fight with Yarovich now, and his laughter rings out on the battlefield as he sweeps his axe in killing arcs alongside his Great Bear brothers.

KOLDUN LORD

KHADOR GREYLORD SOLO

Southerners equate knowledge to a flame, but in the north we know ice preserves secrets against time's withering touch.

—Koldun Lord Volkh Lazar

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

RUNE AXE	
POW	P+S
5	10

DAMAGE	5
FIELD ALLOWANCE	1
POINT COST	2
SMALL BASE	

KOLDUN LORD

Commander

'Jack Marshal

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.

Elite Cadre [Greylord Ternions] – Friendly Greylord Ternion units gain Battle Wizard.

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

Magic Ability [7]

- **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.
- **Power Booster (★Action)** – RNG 5. Target friendly Faction warjack. If the target warjack is in range and has no focus points, it gains 1 focus point. If the warjack is Disrupted, it is no longer Disrupted.

RUNE AXE

Magical Weapon

TACTICAL TIPS

MAGIC ABILITY – Performing a Magic Ability special action or special attack counts as casting a spell.

Koldun lords often control Khadoran warjacks in battle. These machines serve as both weapon and bodyguard. Weaving occult spells of protection, a Koldun lord can make use of his warjacks like a shifting iron wall. These 'jacks move by the lord's will to intercept a blow or spell hurled against the Greylord and serve better than any shield or mortal protector. Indeed, many Koldun lords once spent time mastering the secret arts of cortex construction and know better than most how to instill superior combat performance in warjacks.

Grim masters of elemental cold, Koldun lords have icy stares that seem to freeze the blood of those who meet their gaze. These masters of axe and lore represent the ideal of the Greylords Covenant and command tremendous respect from their peers, who hope one day to join their number. When the Koldun lords take to war, they sometimes lead ternions of Greylords eager to prove their valor and arcane prowess. The Koldun lords themselves are veterans of years of service and have perfected the melding of combat and sorcery. With each kill they make, they are further emboldened, casting forth freezing death in a whirlwind melee.

MANHUNTER
KHADOR SOLO

Blood is the coin of this realm now, and he is the paymaster.
—Kommander Sorscha Kratikoff

Fishing and hunting are significant sources of food for many rural areas of Khador. Khadoran hunters tend to be held in higher regard than those of other kingdoms, particularly in the cold and rugged northern mountains and forests. Experts at tracking and killing dangerous game, some have moved on to the most cunning prey of all: man.

First and foremost, manhunters are trackers skilled at traversing the hostile wilderness. Lowland brush, forests, and snow are all as well-paved roads to a manhunter. Long years of harsh life in the Khadoran wilds have hardened their bodies, darkened their skin, and refined their skills. Masters of camouflage and hiding in plain sight, manhunters are scouts, and sometimes assassins, for the right price.

Manhunters often accompany reconnaissance groups of Widowmakers and their Kossite peers to strike at the enemy from unexpected directions, usually operating behind enemy lines. Whether stalking prey in silence or swinging their twin hand axes with blinding efficiency, they are frightful killers. The hiring of such men by the Khadoran Army is an old tradition, and their value on the fringes has been exploited in many wars. In exchange for their services, they are well provided for by the armies that hire them.

There are dark whispers of manhunters who enjoy the hunt too much and give in to their animal urges and the euphoria of the kill. These hunters often possess track records good enough to offset the dark rumors, however—and there are none better at chasing an enemy to ground.

MANHUNTER

- **Advance Deployment**
- **Fearless**
- **Pathfinder**
- **Stealth**

Camouflage – This model gains an additional +2 DEF when benefiting from concealment or cover.

AXES

- **Weapon Master**

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

AXE	
POW	P+S
3	11

DAMAGE	5
FIELD ALLOWANCE	2
POINT COST	2
SMALL BASE	

TACTICAL TIPS

CAMOUFLAGE – If a model ignores concealment or cover, it also ignores concealment or cover's Camouflage bonus.

MAN-O-WAR DRAKHUN

KHADOR DRAGOON SOLO

The fools claim the day of the horse has passed. How could one look upon such unstoppable fury and see anything less than the destiny of our people?

—Jachemir Venianminov, the father of the Man-O-War

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

SHIELD CANNON			
RNG	ROF	AOE	POW
6	1	—	14

ANNIHILATOR BLADE	
POW	P+S
5	14

MOUNT
POW
14

MOUNTED DAMAGE	10
DISMOUNTED DAMAGE	8
FIELD ALLOWANCE	1
WITHOUT DISMOUNT	4
WITH DISMOUNT	5
LARGE BASE MOUNTED	
MEDIUM BASE DISMOUNTED	

DRAKHUN

Fearless

Combat Rider – During a combat action it did not make a charge attack, this model can make one melee attack with its Mount.

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

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

Steady – This model cannot be knocked down.

ANNIHILATOR BLADE

Reach

Weapon Master

MOUNT

Critical Knockdown – On a critical hit, the model hit is knocked down.

In centuries past, the drakhun was a mighty mounted warrior clad in heavy plate. A champion of the modern age, the Man-O-War drakhun rides to battle in steam-powered armor astride a towering Karpathan destrier. Uniting the ancient traditions of Uhlan heroes with the armor and weaponry of the Man-O-War, the drakhun is a mechanikal force of destruction able to fight even if his mount should fall.

Charging into battle faster than any warjack, the drakhun is a maelstrom in the Khadoran vanguard. These powerful warriors are not trained or chosen, but destined to be drakhuns from birth. Only the most powerful warriors—gifted with uhlan blood and born and raised in the saddle—are able to petition to become drakhuns. Even then the drakhun must train exhaustively by first becoming a Man-O-War. Once he has learned the ways of his steam armor, he must train his Karpathan destrier himself before taking the steed into battle.

The immense power of the broad-shouldered Karpathan destrier is legendary among the uhlans of Khador, and the warhorse dwarfs any other mount across Immoren. In the drakhun's hands, the powerful beast is as much a weapon as the mechanikal axe and cannon he bears into battle. The charge of a drakhun's mount can pound men flat, crush bone, and mash flesh into gory paste beneath heavy iron-shod hooves.

MAN-O-WAR KOVNIK

KHADOR SOLO

My men follow me because they know I will lead them nowhere I will not willingly go first, no matter the danger.

—Kovnik Egor Pitoev

TACTICAL TIPS

Field Officer – This does not add 1 to the unit's FA; it allows one unit beyond the FA limit. That means in a game with three warcasters, you still get only one extra unit.

The Man-O-War kovnik is the standard by which the Khadoran High Kommand judges its officers. Fearless, patriotic, and true leaders of men, these officers command from the front. Their many tours of service earn them invaluable expertise in the capabilities and limitations of their steam-powered mechanikal armor.

The kovniks' expertise in the use of the Man-O-War armor allows them to follow the warjacks they command into the most dangerous parts of battle. Expert 'jack handlers, kovniks can direct their attacks with intimidating precision. Such close work with their 'jacks has taught them how best to take advantage of their own mechanikally augmented armor. Its resilience and strength is such that these expert warriors can plod forward to slam into enemy combatants with the force of a small warjack.

Years of service among the heavily armored shock troops and demolition corps forges the kovniks into steely weapons of battle. These officers are trusted to lead battalions and sometimes entire legions. When a kovnik leads he does so as one of the finest officers in the Khadoran Army.

Marching alongside their comrades, kovniks execute their battle plans mercilessly and efficiently. Even veteran warcasters trust the judgment and leadership abilities of kovniks, and few things inspire soldiers more than seeing their leaders at the vanguard of an assault. The High Kommand knows these officers will achieve victory if it is humanly possible, and the troops they command know their lives will not be sacrificed carelessly.

KOVNIK

- Commander
- Fearless
- 'Jack Marshal

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

Field Officer [Man-O-War Shocktrooper or Man-O-War Demolition Corps] – If this model is included in an army, you can include one additional Man-O-War Shocktrooper or Man-O-War Demolition Corps unit over that unit's FA.

Power Attack Slam – This model can make slam power attacks.

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

CANNON SHOT			
RNG	ROF	AOE	POW
8	1	–	14

AXE CANNON	
POW	P+S
6	15

DAMAGE	8
FIELD ALLOWANCE	2
POINT COST	3
MEDIUM BASE	

AXE CANNON

- Weapon Master

WAR DOG

KHADOR SOLO

Morrow preserve us from the Butcher's hound.

—Trencher Sergeant Miles Cartway

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

BITE	
POW	P+S
4	11

DAMAGE	5
FIELD ALLOWANCE	1
POINT COST	1
SMALL BASE	

WAR DOG

Tough

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

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

Guard Dog – While this model is within 3" of its warcaster or warlock and is not knocked down or stationary, its warcaster or warlock cannot be targeted by free strikes and gains +2 DEF against melee attack rolls, and models attacking the warcaster do not gain back strike bonuses.

Hunter – This model ignores forests, concealment, and cover when determining LOS or making a ranged attack.

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.

TACTICAL TIPS

ATTACHED – This model cannot be reassigned if its warcaster is destroyed or removed from play.

The breeding of war hounds is a high art in the rugged hills and lowlands of Khador—provided one's concept of "art" allows for the likelihood of having one's fingers chewed off by two hundred pounds of raw muscle. Many philosophies compete to define the best execution of the time-honored tradition of breeding war dogs, and entire family lines rest their reputation and honor on the fighting prowess of their animals. Khadoran officers commonly bring these beasts to the battlefield and look to them as both companions and protectors.

While the ignorant prefer the most bloodthirsty and savage war dogs, experts consider this the lowest expression of breeding. Those who know a fine war dog prize loyalty as its best asset. This holds particularly true for warcasters with their concentration necessarily divided between their warjacks, troops, and the heat of battle. Warcasters cannot afford to divert their attention to an unruly beast at their side, however deadly, and they much favor the Kovosk-bred bullmastiff as a result. This stout animal shows great aptitude for training and demonstrates an instinctive desire to bond with and protect a human master.

With a finely trained war dog standing ready, a warcaster can focus on other matters while the hound serves as a second set of eyes in battle. Such dogs latch onto an enemy with bone-crushing jaws and refuse to let go. They hinder more dangerous threats until their warcaster can deal with them. And the strength of the dogs' loyalty means they gladly give up their lives to save those to whom they have bonded.

WIDOWMAKER MARKSMAN

KHADOR SOLO

One well-placed round from Kapitan Beltov's rifle can inflict more damage than an entire field of artillery.

—Forward Kommander Sorscha Kratikoff

Tales of the sharpshooting skills of Khador's Widowmakers abound, some growing in scale and grandeur with each telling. When it comes to the Motherland's senior marksmen, though, the stories need no embellishment. Only the best Widowmakers can hope to become marksmen, and the intense training they endure to achieve that status is even longer and more grueling than that to become Widowmakers. Few make the cut, but the high price shows its worth on the field: time and again, it is the shot of a marksman that turns the tide of war and decides the fate of entire battalions.

Operating independently, these highly specialized Widowmaker snipers move unobserved across the battlefield. Each is an expert in the selection of effective targets—those individuals whose loss will hurt the enemy most, whether because of rank, skill, or position—and will neutralize his unfortunate prey with a single shot before relocating. A lone marksman can completely demoralize his opponents with just a few carefully chosen shots. Their steely eyes miss nothing, and they are skilled at silently communicating the disposition of potential targets to fellow Widowmakers.

MARKSMAN

Advance Deployment

Pathfinder

Stealth

Camouflage – This model gains an additional +2 DEF when benefiting from concealment or cover.

Leadership [Widowmakers] – While in this model's command range, friendly Widowmaker models gain Swift Hunter. (When a model with Swift Hunter destroys an enemy model with a normal ranged attack, immediately after the attack is resolved it can advance up to 2".)

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

Swift Hunter – When this model destroys an enemy model with a normal ranged attack, immediately after the attack is resolved it can advance up to 2".

MARKSMAN						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	4	8	14	11	9

VANAR LIBERATOR			
RNG	ROF	AOE	POW
14	1	—	12

SWORD	
POW	P+S
3	8

DAMAGE	5
FIELD ALLOWANCE	1
POINT COST	2
SMALL BASE	

TACTICAL TIPS

CAMOUFLAGE – If a model ignores concealment or cover, it also ignores concealment or cover's Camouflage bonus.

The expert marksmen are equipped with a special military variant of the Vanar Liberator rifle, a more powerful weapon than the custom Vislovski hunting rifles issued to Widowmaker units. Capable of tearing through plate armor, Liberator rounds are as accurate as they are lethal in the hands of a marksman. Some Widowmakers claim the heft of the rifle itself is an advantage, adding to its stability and thereby increasing its accuracy.

FENRIS

KHADOR DRAGOON CHARACTER SOLO

He is a living nightmare. Send him far from the children of the Motherland to haunt our enemies where he can trouble our people no more.

—Koldun Fedor Rachlavsky of the Greylords Prikaz

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

FELLBLADE	
POW	P+S
6	13

MOUNT
POW
12

MOUNTED DAMAGE	10
DISMOUNTED DAMAGE	5
FIELD ALLOWANCE	C
POINT COST	5
LARGE BASE MOUNTED	
SMALL BASE DISMOUNTED	

FENRIS

Abomination

Fearless

Tough

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.

Leadership [Doom Reavers] – While in this model's command range, friendly Doom Reaver models gain Silence.

Silence – This model does not have to make Berserk attacks.

Spell Ward – This model cannot be targeted by spells.

FELLBLADE

Magical Weapon

Reach

Weapon Master

No doom reaver, however fearsome, compares to the one called Fenris. Some call him "the Unbound," for even the Greylords Covenant cannot govern his actions. He rides to war atop a nightmarish steed and wields a pair of fellblades as if the harmony of their combined voices gives him insight into his own inner darkness. The doom reavers follow him without hesitation.

No one knows the history of the mortal man who became Fenris. The records of his crimes vanished decades ago. Most assume he killed many, but none know their true numbers, much less their names. Some say he was a cannibal raised by the mountain berserkers. Others call him an assassin overwhelmed by the love of killing. Whatever the truth, he took to the fellblade like a man discovering a missing part of himself.

Fenris' ability to ignore the conditioning and mystical restraints imposed on doom reavers by the Greylords proved troubling from the start. He disappeared for days when it suited him and returned to the camp drenched in blood. The army would have ordered his destruction if not for the outbreak of war. His skill at arms and the ease with which he shrugs off injury might have made his execution difficult—and some believe him possessed of witch-born immortality.

Khadoran military officials speak of Fenris only reluctantly, yet he has found his place. Knowing no other mortal could control him, the kommandants remanded Fenris to the command of Orsus Zoktavir, the Butcher of Khardov, and in this company the savage has seemed content. The bond between them cannot be friendship, for they share only the joy of annihilation.

The creature Fenris rides is barely recognizable as a horse and more closely resembles some half-mad monster. Winter Guard found the crazed thing wandering after a bloody battle near Ravensgard, and their lieutenant ordered it put down after two men died trying to restrain it. Fenris arrived at the slaughter field just before the execution and took the beast for his own. After battle it lingers to tear flesh from the bodies of the slain—the only sustenance it seems to require.

TACTICAL TIPS

Berserk – Because Berserk is triggered only by attacks made during this model's combat action, impact attacks do not trigger it.

Spell Ward – This model is shielded from friendly and enemy spells alike.

KOVNIK JOZEF GRIGOROVICH

KHADOR WINTER GUARD CHARACTER SOLO

The Winter Guard kovniks are the pillars of our army—men like Grigorovich, who could inspire his men to charge a mountain or besiege the sky.

—Forward Kommander Sorscha Kratikoff

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

HAND CANNON			
RNG	ROF	AOE	POW
12	1	–	12

SABER	
POW	P+S
4	12

DAMAGE	5
FIELD ALLOWANCE	C
POINT COST	2
SMALL BASE	

GRIGOROVICH

Commander

Patriotic Speeches – During this model's activation, it can make one of the following speeches. When it does, choose a friendly Winter Guard unit. The speech affects this model and will affect the unit if it is in this model's command range at the time this model made the speech.

- **Bear's Strength** – Affected models gain +3 STR for one turn.
- **Courage of the Forefathers** – Affected models gain Fearless and Tough for one round.
- **For the Motherland** – Affected models' attack rolls are boosted this turn.

Sacrificial Pawn [Winter Guard] – When this model is directly hit by an enemy ranged attack, you can choose to have one friendly, non-incorporeal Winter Guard model within 3" of this model directly hit instead. That model is automatically hit and suffers all damage and effects.

Being Winter Guard is not glamorous. It does not bring the prestige associated with the heavily armored infantry, the cavalry, or even the Widowmakers, but without the Winter Guard there would be no Khadoran Army. They are more than a backbone; they are the entire body, its flesh, blood, muscle, and sinew. No one understands this better than Jozef Grigorovich. He is a living embodiment of Khadoran military discipline and an inheritor of an ancient legacy of fearless soldiers. He is the fighting spirit of the implacable north. He does not question orders; he executes them. He does not dwell on losses but only moves forward with his men—however few—to seize victory.

Grigorovich knows no war is won without payment in blood, but he is not reckless. There is no risk he asks of his men he will not accept himself, and he would gladly die with them. He is a shrewd tactician, and even Supreme Kommandant Irusk praises his victories. For Grigorovich the secret of success rests in his ability to spend the lives of soldiers only as the necessary coin to achieve his objectives.

Exceptionally tall and thick-framed even by Khadoran standards, Grigorovich is older than he looks, having enlisted at his home city of Skirov when Ivad Vanar was king. Many men his junior sit in comfortable retirement advising the High Kommand or serving as kommanders or kommandants from the warmth of command posts. This is of no concern to Grigorovich, who thinks such men are jealous of him. He is allowed the daily joy of battle, the chance to fight directly in the wars of his nation. A day he cannot kill an enemy of the Motherland is a wasted day.

Grigorovich served at many posts on his first tours of duty among other fresh conscripts, and he re-enlisted at every opportunity to explore Khador's extensive borders. He has watched the walls of Midfast in the south, been stationed to garrison Port Vladovar, and spent time in the frozen icy peaks bordering Rhul. It took twenty years of service to find his true home with the "Unbreakable 111th" Infantry Battalion, the core of the First Border Legion. Since his transfer there in 593 AR, Grigorovich has refused to leave the 111th; he enjoys nothing more than pitting wits and abilities against the southern enemy. In 598 AR he accepted a promotion to full kovnik only because he was given command over the entire battalion.

Grigorovich commanded the 111th during the years of constant warfare between Ravensgard and Northguard. There he became one of the most recognizable and trusted officers serving on the front lines. After the fall of Northguard, Grigorovich and the 111th were among the most unrelenting Khadorans to pursue the retreating Cygnaran First Army. The 1st Border Legion pushed the Cygnarans all the way south of the Dragon's Tongue River to Corvis and Point Bourne, where they remain after the declaration of a ceasefire. Grigorovich looks across the river at the city of Corvis and keeps his men in a state of readiness, anticipating the orders he knows must soon come.

Grigorovich is famed for his oratory power. The commanding ring of his distinct voice rises in eloquent and passionate speech that pushes his men to heroic acts of sacrifice in the name of the Motherland. They are willing even to throw themselves in harm's way to protect their god of battle.

UHLAN KOVNIK MARKOV

KHADOR IRON FANG CAVALRY CHARACTER SOLO

Some men are stone, solid but brittle. Others are wood, bending in the wind but snapping under pressure. Markov is steel—the steel that makes the finest swords.

—Supreme Kommandant Gurvaldt Irusk

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

CONCUSSION LANCE	
POW	P+S
10	16

SHORT SPEAR	
POW	P+S
4	10

MOUNT
POW
12

DAMAGE	10
FIELD ALLOWANCE	C
POINT COST	4
LARGE BASE	

MARKOV

Commander

Fearless

Combat Rider – During a combat action it did not make a charge attack, this model can make one melee attack with its Mount.

Elite Cadre [Iron Fang Uhlans] – Friendly Iron Fang Uhlan units gain Practiced Maneuvers. (A model with Practiced Maneuvers can ignore other models in its unit when determining LOS and can advance through other models in its unit if it has enough movement to move completely past them.)

Inspiration [Iron Fang Uhlans] – Friendly Iron Fang Uhlan models/units in this model's command range never flee and immediately rally.

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

CONCUSSION LANCE

Lance – This weapon can be used only to make charge attacks. When this model charges, this weapon gains Reach until the charge is resolved.

Warhead – Center a 4" AOE on a model directly hit by this attack. Models in the AOE are hit and suffer a POW 10 blast damage roll. This damage is not considered to have been caused by a melee attack. On a critical hit, models in the AOE are knocked down. This model is not affected by Warhead.

SHORT SPEAR

Close Combat – This model cannot make an initial attack with this weapon during an activation it charged at least 3".

MOUNT

Critical Knockdown – On a critical hit, the model hit is knocked down.

The blood of ancient horselords flows in the veins of Kovnik Dorek Markov. The admired kovnik has come to represent everything the Iron Fangs revere. Under his leadership the men of his 29th Assault Battalion advance like a single body driven by one mind. They remain unwavering despite casualties and grind down all opposition with tireless resolution. Markov sees every Khadoran soldier as kin, but the Iron Fangs are his closest brothers.

Growing up with every expectation that he would follow in his father's footsteps as an Iron Fang uhlan, young Markov was trained from sunup to sundown to care for his steed and learn the traditions of the uhlans. Years after joining the service and earning his commission, Markov had the rare honor of serving directly alongside his sire, and they fought together in skirmishes along the Cygnaran border. He will always remember the brutal battle where he saw his father fall from his horse in a clash against Cygnar's Storm Lances. Markov rallied his forces and drove the Cygnarans from the field but could do nothing for his father in those final minutes. The quiet dignity with which his father accepted death in battle left a lasting impression on Markov, and he endeavors to do justice to this legacy.

Markov serves alongside the Iron Fangs of the 2nd Army with distinction. He has earned nearly every award and accolade offered by the Khadoran Army. His battalion played a key role in the early battles at Riversmet during the invasion of Llael and proved their merit during the siege of Merywyn. Markov's sterling service record was at the forefront of Kommandant Irusk's mind when he choose the kovnik to lead the 4th Assault Legion, the spearhead of the 2nd Army.

Markov's Pozdyov steed Gorvech carries him into battle alongside the formations of Iron Fang Pikemen under his command. Markov has conditioned the steed to endure the chaos of battle unfazed. Markov carries a customized concussion lance in battle. As he hammers into the enemy, the tip of the lance detonates with an earth-shaking explosion that sends men, beasts, and even warjacks tumbling while Markov and his mount emerge unharmed from the ensuing cloud of gore and debris.

Markov has proven as adroit with battlefield tactics as any kommandant. Irusk counts Kovnik Markov among his most trusted officers, and they frequently dissect recent battles at Irusk's table. When preparing for the massive second attack on Northguard, Irusk entrusted Markov with leading the sizable diversionary force. The critical feint led by Markov that drew two Cygnaran warcasters away from the fortress, leaving it vulnerable to attack, was once thought to be a suicide mission. That Markov not only successfully diverted the enemy but also survived along with the core of his forces intact speaks volumes about his ability to lead men and react to the most violent of clashes.

The senior uhlan expects and receives tremendous efforts from his men, exhorting them to push themselves harder. Markov has gained the respect of the men through his willingness to share their dangers and has engendered in them a keen desire to earn his approval. A single scornful look or a shoulder slap of congratulations from Markov carries more weight than would a vehement diatribe or an inspiring speech from a lesser officer. Markov's quiet strength serves as an inspiration and a reminder of the ancient nobility that still rides forth in the name of Khador.

YURI THE AXE

KHADOR CHARACTER SOLO

Let him earn his amnesty by spilling southern blood.

—Great Prince Bolovric

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

GREAT AXE	
POW	P+S
5	13

DAMAGE	5
FIELD ALLOWANCE	C
POINT COST	3
SMALL BASE	

YURI

Advance Deployment

Fearless

Pathfinder

Stealth

Camouflage – This model gains an additional +2 DEF when benefiting from concealment or cover.

Elite Cadre [Kossite Woodsmen and Manhunters] – Friendly Kossite Woodsmen and Manhunters gain Treewalker.

Treewalker – This model ignores forests when determining LOS. While in a forest, this model gains +2 DEF against melee attack rolls and can advance through obstructions and other models if it has enough movement to move completely past them.

GREAT AXE

Reach

Weapon Master

Thresher (★Attack) – This model makes one melee attack with this weapon against each model in its LOS and this weapon's melee range.

Khadorans have a reputation as hardy and rugged people, each and every one descended from the blood of warriors toughened by their unforgiving land. It speaks to something that even stoic Khadorans describe the wild mountain men with a respect born from fear. They hail from a harsh and bitter landscape whose inhabitants must survive extreme cold, unforgiving terrain, and bloodthirsty creatures prowling the Nyschatha Mountains. Among those who call the frozen north home is a brutal killer named Yuri the Axe. The man loves the Motherland with fierce devotion and sees no contradiction between his patriotism and scornful disdain for the law.

Many Khadoran families consider it nothing short of criminal that Yuri walks the world as a free man. They would gladly put an end to him if they could. The widows and orphans he has created take no comfort from Yuri's insistence that he has never killed a man who did not earn it. Yuri does not kill from deeper malice, but as a hunter by nature; he finds killing an easy and often expedient solution to any given problem. He thinks no more of taking the life of a man standing in his way than he does of killing an animal for its hide.

TACTICAL TIPS

CAMOUFLAGE – If a model ignores concealment or cover, it also ignores concealment or cover's Camouflage bonus.

THRESHER – The melee attacks are all simultaneous.

Yuri moved easily from hunting animals to hunting men. He took up bounties on gangs of outlaws and rid the northern hills of bandits and poachers. The thrill of this hunt appealed to him, and eventually he set on the trail of a rogue kompany of soldiers that had turned to extortion near Uldenfrost. Yuri hunted them for weeks, first eliminating their sentries and methodically exterminating every patrol that ventured from their barracks. In the end those he did not kill died of cold and starvation, too frightened to step outdoors. Word of his deeds spread. Even the warlike Nyss of the Shard Spires learned to avoid Yuri's hunting grounds and called him *slyeshar*, the "maddened bear."

The destruction of this Winter Guard kompany drew the ire of the 3rd Border Legion, who made bringing the killer to justice a top priority. Yuri made sport of his hunters by leading them into switchback ambushes, bone crushing traps, and deadfalls. This hunt eventually resulted in a procession of local manhunters and highly skilled agents in the service of Great Prince Bolovric to be set on Yuri's trail. Yuri delighted in testing the manhunters who came to slay him. He called them out before ending their lives with a quick sweep of his axe.

It required a concerted effort of the 3rd Border Legion, including a team of Kossites and Widowmakers, to corner Yuri. He annihilated half the force before they wore him down and dragged him in chains to a labor camp outside Tverkutsk for trial. Despite constant guard, Yuri murdered his captors and escaped into the Scarsfell.

Such a man as Yuri could suffer only one of two fates: execution or service to the state. The four northern great princes wintering at the Haus Prinkov in the city of Tverkutsk decided the latter option seemed less costly, so they sent an offer of amnesty on the condition that Yuri lend his talents to the High Kommand. Yuri accepted the bargain with surprising enthusiasm. He has proven true to his word, destroying the enemies of the Motherland where and when required. He has gained a following among Khadoran wilderness fighters, many of whom seek him out to learn the ways of the hunt and the kill. They could find no better teacher, and Yuri instructs best by grim example.

While Yuri has no friends, he has found a bloodstained camaraderie with both the doom reaver Fenris and the Butcher of Khardov. When Orsus Zoktavir went missing after the siege of Fellig, there were some who thought Yuri somehow responsible, but the persistence of their camaraderie since that warcaster's return quelled the rumors. The soldiers of the Winter Guard shudder to see these inhuman monsters keep such close company.

KHADOR PAINTING GUIDE

The key color for nearly every Khador model is the bright primary red of Khador Red Base. The other colors used in the studio paint scheme were carefully chosen to take advantage of color contrast to create a look that is visually striking without being busy. Because the warm Khador red is such a bright, strong color, we used cold and muted tones such as Thornwood Green, Coal Black, and Greatcoat Grey to balance the color scheme. For a professional look, remember this strategy of balancing a single strong primary color with contrasting muted tones whether formulating your own alternate paint schemes or recreating the studio scheme laid out here.

Since Khador red is vital to achieving good-looking models, the studio method for creating it is described in extra detail here. The glazing technique used for the red is an old favorite of miniature painters and is essential for getting a red that has a lot of depth and dimension while maintaining a consistent color. With just a little study and practice you'll be painting bright, beautiful reds before long.

PAINTING TERMINOLOGY

BASECOAT
The initial coat of paint on which everything else will be built. It is important that the basecoat is very clean and every color is where it should be. Your shades and highlights will coordinate with the basecoat and main color choices.

GLAZE
A mixture of water and a small amount of ink that is applied in successive layers to subtly tint an area.

HIGHLIGHTING
A lighter color applied to the basecoat in the raised areas of a miniature to create the look of light hitting the surface. When highlighting in multiple steps, keep a little bit of the underlying color showing, overlapping them like shingles on a roof.

SHADING
A darker color applied to the basecoat in the recessed areas of a miniature to create shadows. Exaggerating the shade and highlight colors will add to the visual appeal of a model.

WASH
A combination of mixing medium, water, paint and/or ink that is liberally applied to the basecoat to create detailed shading. The wash will run into the smallest crevasses on a model and dry as a shadow, so it needs to be a darker color than the basecoat. The wash mix works well as 4 parts mixing medium, 1 part paint/ink, and 3 parts water.

GREATCOATS

Step 1) Basecoat the greatcoats with Greatcoat Grey mixed with a small amount of Menoth White Highlight.

Step 2) Shade the area with Greatcoat Grey.

Step 3) Mix Greatcoat Grey with Coal Black and use this color to define the deepest folds and shades of the greatcoats.

Step 4) Apply the first stage of highlights with a mixture of Menoth White Base and Greatcoat Grey.

Step 5) For the final highlights, add more Menoth White Highlight to the previous highlighting shade and apply that to the edges and highest spots of the greatcoats.

- Coal Black
- Greatcoat Grey
- Menoth White Base
- Menoth White Highlight

KHARDIC FLESH

Step 1) Basecoat the skin with a solid coat of Khardic Flesh.

Step 2) Next, mix Khardic Flesh with Thornwood Green and a drop of mixing medium. Use this color to apply translucent shading to the flesh.

Step 3) Balance the greenish shades of the previous step with a warm mixture of Skorne Red and Khardic Flesh plus a drop of mixing medium.

Step 4) To define the lines of the face, apply a mixture of Thornwood Green and Skorne Red to the recesses.

Step 5) Finally, apply some Midlund Flesh highlights to the cheeks, brow, nose, and eyelids.

- Khardic Flesh
- Skorne Red
- Midlund Flesh
- Thornwood Green

KHADOR RED

Step 1) Start with a solid basecoat of Khador Red Base. Apply this in a few layers to get the desired opacity with no patchiness. Avoid the temptation to speed things along by painting with thick paint straight from the bottle, since you'll lose some detail and possibly cause problems later. Instead, be patient and apply even coats of slightly thinned paint; three to four coats should be about right.

125%

Step 2) Use Sanguine Base for the first layer of shading. Apply the paint thin and blend it into the recesses and shadows.

Step 3) For the second layer of shading, mix Sanguine Base with Exile Blue and apply as deep shading. The color should be quite dark and more blue than red. Don't worry if the shade seems intense; since we will be glazing later, we need exaggerated shading and highlighting for the desired effect.

Step 4) To highlight your red, add one or two small dots of Khador Red Base to Khador Red Highlight. Apply this mixture to the top portions of the armor and blend the highlights. You may want to apply a second highlight of just Khador Red Highlight to ease the transition to the next highlight stage, but it's not absolutely necessary.

Step 5) For the final highlights use a mixture of Khador Red Highlight and Menoth White Highlight. This will yield a peachy color that may look wrong when you're applying it, but remember that the highlights need to be exaggerated since we'll be using glazing to unify the layers. For the best

result, you may want to apply multiple highlight layers, adding more Menoth White Highlight to each successive layer.

Step 6) The final step uses glaze layers of Red Ink to tint the surface and unify the previous layers. Mix Red Ink with a large portion of clean water at a ratio of about 15:1 water to ink. Apply the glaze in super-smooth, even coats. It's important that you allow absolutely no pooling, as this will cause rings to form. You can use a blow dryer to speed drying between coats if you prefer. At first the glaze effect will be barely noticeable, but it will become apparent as the layers build up. Be patient throughout the glazing process; it can take upwards of twelve layers to achieve the best results.

- Khador Red Highlight
- Menoth White Highlight
- Exile Blue
- Red Ink
- Khador Red Base
- Sanguine Base

Red is the dominant color on most Khador models, such as these Iron Fangs.

CLOTH

Step 1) To paint the drab military green found on some of the Khadoran fatigues, start with a basecoat of Thornwood Green.

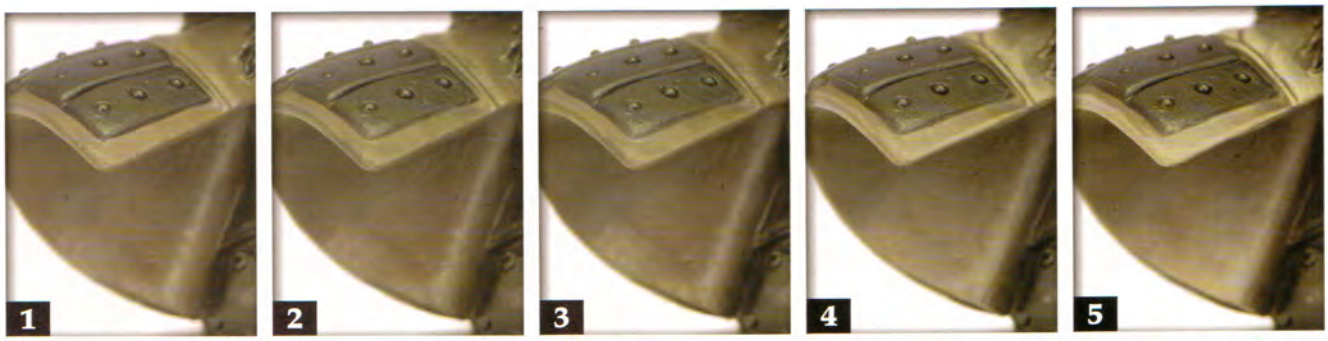
Step 2) Shade the area with a mixture of Cryx Bane Base and Battlefield Brown.

Step 3) Apply a second shading layer, of Umbral Umber and Gnarls Green.

Step 4) Use a mixture of Thornwood Green and Traitor Green for highlights on the clothing.

Step 5) For the final highlights, mix Cryx Bane Highlight and Thrall Flesh into the previous mixture and applying the resulting color to the upper edges of the folds in the clothing.

- Battlefield Brown
- Cryx Bane Base
- Gnarls Green
- Thrall Flesh
- Thornwood Green
- Traitor Green
- Umbral Umber



BLACK

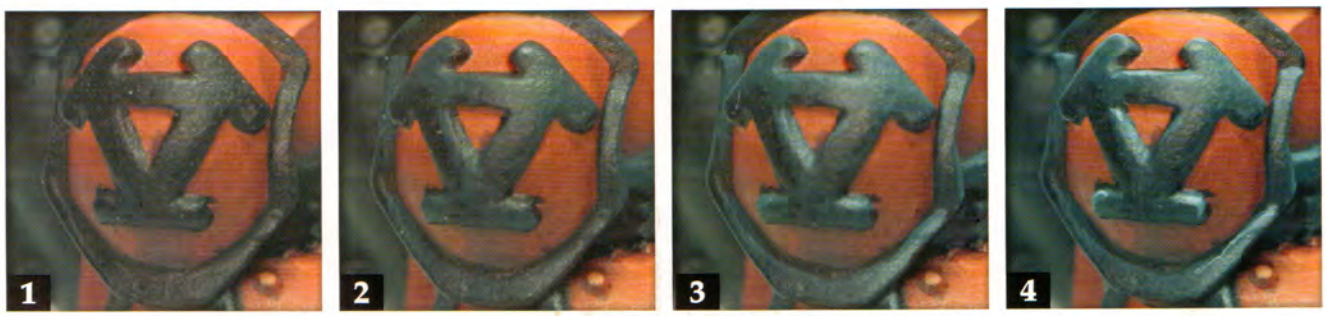
Step 1) If you used black primer, you can skip the basecoat stage and paint directly over the primer. Otherwise, basecoat the area in Thamar Black.

Step 2) Mix Coal Black and Exile Blue with a small amount of Thamar Black and use this to apply some broad highlights.

Step 3) Add Underbelly Blue to the previous mixture and apply additional highlights of the new color along the rims and tops of the area.

Step 4) Add Frostbite to the previous mixture and carefully use this to apply sparse highlights to the area's uppermost edges.

- Coal Black
- Exile Blue
- Frostbite
- Thamar Black
- Underbelly Blue



STEEL

Step 1) Begin the steel areas with a basecoat of Pig Iron.

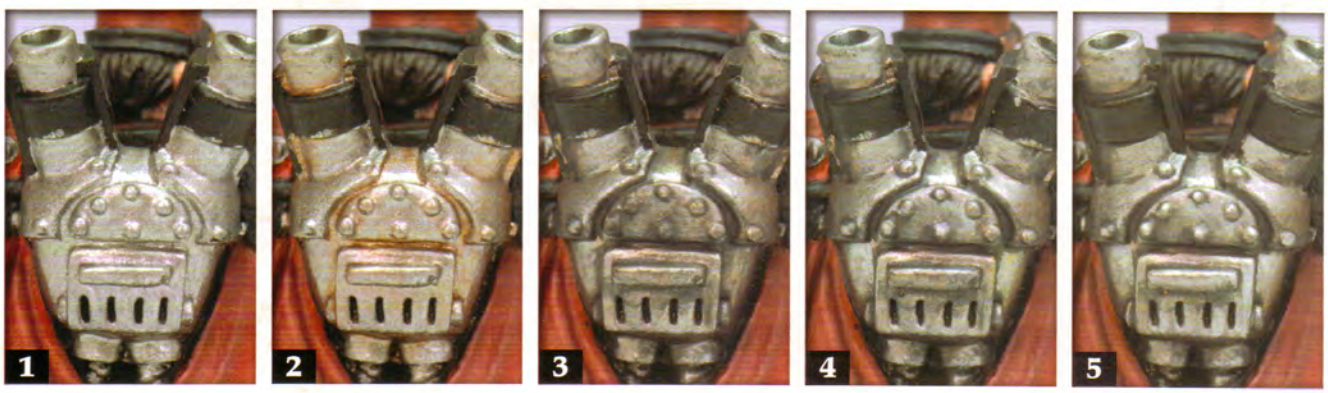
Step 2) Add Molten Bronze and a tiny bit of Brown Ink to the Pig Iron and apply some shading.

Step 3) Use a mixture of Umbral Umber and Exile Blue with a tiny bit of Blue Ink for the final shading.

Step 4) Highlight the area with Cold Steel.

Step 5) Apply final, glinting highlights using Quicksilver. For maximum luster, you may want to apply this layer of highlights *after* your top coat layer of matte sealant.

- Blue Ink
- Brown Ink
- Cold Steel
- Exile Blue
- Molten Bronze
- Pig Iron
- Quicksilver
- Umbral Umber



BRONZE

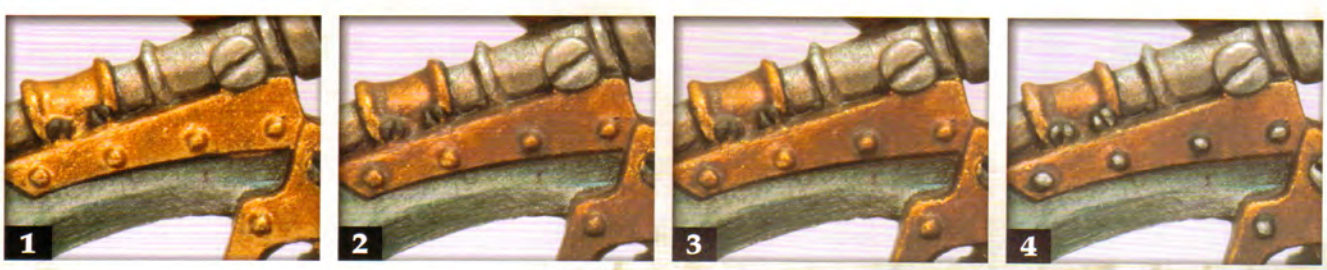
Step 1) For bronze areas, mix a drop of Brown Ink into Molten Bronze for the basecoat.

Step 2) Mix Umbral Umber, Cryx Bane Base, and Armor Wash and apply this mixture to the undersides of shapes to form shadows.

Step 3) Use Molten Bronze to highlight the area by reclaiming sections covered by wash. Be sure to leave shading around any rivets and separating individual parts from one another.

Step 4) For the final highlights, add Radiant Platinum to Molten Bronze and use the side of your brush to carefully pick out edges and points. Applying these highlights *after* sealing your models will help give your metals that extra bling.

- Armor Wash
- Brown Ink
- Cryx Bane Base
- Molten Bronze
- Radiant Platinum
- Umbral Umber



KHADOR MODEL GALLERY

KOMMANDER
SORSCHA
Warcaster

KOMMANDER
SORSCHA VARIANT
Warcaster

FORWARD KOMMANDER
SORSCHA
Epic Warcaster

ORSUS ZOKTAVIR,
BUTCHER OF KHARDOV
Warcaster

KOMMANDER ORSUS ZOKTAVIR
Epic Warcaster

VLADIMIR, DARK PRINCE
OF UMBREY
Warcaster

VLADIMIR, DARK PRINCE
OF UMBREY VARIANT
Warcaster

VLADIMIR TZEPESCI,
DARK CHAMPION OF UMBREY
Epic Warcaster

KARCHEV THE TERRIBLE
Warcaster

KOMMANDER STRAKHOV
Warcaster

KOMMANDANT IRUSK
Warcaster

SUPREME KOMMANDANT IRUSK
Epic Warcaster

OLD WITCH OF KHADOR & SCRAPJACK
Warcaster & Light Warjack

KOLDUN KOMMMANDER ALEKSANDRA ZERKOVA
Warcaster

IRON FANG PIKEMEN
Unit

KOVNIK MARKOV
Solo

IRON FANG PIKEMEN
OFFICER & STANDARD
Unit Attachment

IRON FANG UHLANS
Unit

GREAT BEARS OF GALLOWSWOOD
Unit

WIDOWMAKERS
Unit

WIDOWMAKER MARKSMAN
Solo

ASSAULT KOMMANDOS
Unit

DEVASTATOR
Heavy Warjack

KODIAK
Heavy Warjack

KAYAZY ASSASSINS
Unit

KAYAZY ASSASSIN UNDERBOSS
Unit Attachment

KOSSITE WOODSMEN
Unit

JUGGERNAUT
Heavy Warjack

DECIMATOR
Heavy Warjack

MAN-O-WAR SHOCKTROOPERS
Unit

BEAST 09
Heavy Warjack

MAN-O-WAR KOVNIK
Solo

MANHUNTER
Solo

MAN-O-WAR DRAKHUN
Solo

MANHUNTER VARIANT
Solo

MAN-O-WAR DEMOLITION CORPS
Unit

WINTER GUARD OFFICER & STANDARD
Unit Attachment

WINTER GUARD FIELD GUN CREW
Weapon Crew Unit

WINTER GUARD INFANTRY
Unit

DRAGO
Heavy Warjack

MARAUDER
Heavy Warjack

WINTER GUARD RIFLE CORPS
Unit

WINTER GUARD INFANTRY ROCKETEER
Weapon Attachment

WINTER GUARD MORTAR CREW
Weapon Crew Unit

KOVNIK JOZEF GRIGOROVICH
Solo

BERSERKER
Heavy Warjack

SPRIGGAN
Heavy Warjack

GREYLORD TERNION
Unit

FENRIS
Dragoon Solo

DOOM REAVERS
Unit

WAR DOG
Solo

KOLDUN LORD
Solo

BEHEMOTH
Heavy Warjack

YURI THE AXE
Solo

DESTROYER
Heavy Warjack

BATTLE MECHANIKS
Unit

CLASSIC DESTROYER
Heavy Warjack

CLASSIC ORSUS ZOKTAVIR, BUTCHER OF KHARDOV
Warcaster

CLASSIC MARAUDER
Heavy Warjack

CLASSIC JUGGERNAUT
Heavy Warjack

EXTREME JUGGERNAUT
Heavy Warjack

CLASSIC KOMMANDER SORSCHA
Warcaster

CLASSIC KOMMANDANT IRUSK
Warcaster

EXTREME DESTROYER
Heavy Warjack

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