



6
FOC



SORSCHA'S DAMAGE



- Critical Freeze
- Reach

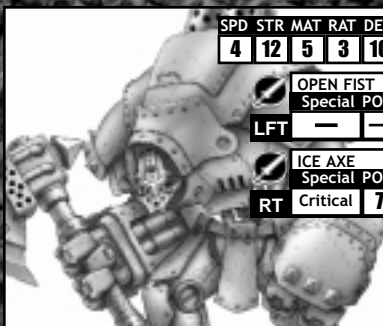
Feat. 101 CALL
All enemy models within
Sorscha's control area
become stationary targets
for one round.



SPD	STR	MAT	RAT	DEF	ARM
4	12	5	3	10	20

	OPEN FIST		
	Special	POW	P+S
LFT	—	—	12

	ICE AXE		
	Special	POW	P+S
RT	Critical	7	19





- Ice Axe
- Critical Freeze

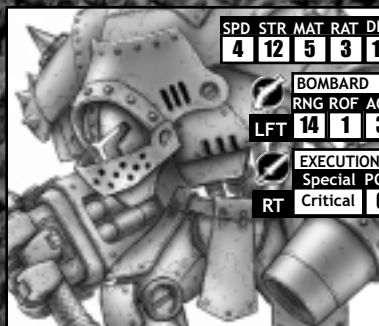
SYSTEM STATUS	1	2	3	4	5	6
Left Arm(L)						
Right Arm(R)						
Cortex(C)		L			R	
Movement(M)	L	L	M	C	R	R
		M	M	C	C	



SPD	STR	MAT	RAT	DEF	ARM
4	12	5	3	10	20

	BOMBARD			
	RNG	ROF	AOE	POW
LFT	14	1	3	14

	EXECUTIONER AXE			
	Special	POW	P+S	
RT	Critical	6	18	



- Arcing Fire

Executioner Axe

- Critical Amputation

SYSTEM STATUS	1	2	3	4	5	6
Left Arm(L)						
Right Arm(R)						
Cortex(C)			L		R	
Movement(M)		L	L	M	C	R
			M	M	C	C

Kommander Sorscha

Point Cost **71** Field Allowance **0** Victory Points **5**

SPELLS	Cost	RNG	AOE	POW	UP	OFF
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	Cost	Time	Age	Pen.	St.	Str.
Boundless Charge	3	6	—	—		
<i>Target model's next activation is a charge at SPD +5 that crosses rough terrain and obstacles without penalty.</i>						

Fog of War 3 Caster CTRL — ✓
A bank of fog is centered on Sorscha, providing concealment to all models within the AOE.

Freezing Grip	4	8	—	—	✓
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Target model/unit becomes a stationary target for one round.

Razor Wind	2	10	—	12	✓
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A blade of wind slices through Sorscha's foe.

Tempest	4	8	4	12	✓
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All models hit take a POW 12 damage roll and are knocked down.

Wind Rush 2 Caster — —

Sorscha may immediately move her SPD and gains +4 DEF for one round. This DEF bonus is not cumulative with additional Wind Rush castings.

Frostfang

- Reach—2" melee range
- Critical Freeze—On a Critical Hit, target model becomes a stationary target for one round.

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Khador Juggernaut Heavy Warjack

Point Cost **105** Field Allowance **U** Victory Points **4**

JUGGERNAUT

- **Head Spike**—While not a weapon on its own, the Head Spike gives the Juggernaut POW 2 for Head-butt attacks.

Ice Axe

- **Critical Freeze**—On a Critical Hit, target model becomes a stationary target for one round.



Illustration by Rich Wright
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Khador Destroyer Heavy Warjack

Point Cost **126** Field Allowance **U** Victory Points **4**

Bombard

- **Arcing Fire**—Bombard ignores normal targeting rules. It can make ranged attacks against any target in line of sight, regardless of intervening models. Targets still benefit from concealment and cover.

Executioner Axe

- Critical Amputation—If the Executioner Axe damages an arm or weapon system on a Critical Hit, that system is automatically disabled. After the attack's regular damage is marked, any arm or weapon system that took damage has its remaining system boxes marked as well.

Illustration by Rich Wright
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