



**KOMMANDER MARKOV, THE BLACK HAND OF DEATH**  
KHADOR WARCASTER

TUSK 1

MARKOV 1							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	7	7	4	14	16	8	30

BLACK HAND		
RNG	POW	P+S
1	4	11

WI +30  
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**KOMMANDER MARKOV**

**MARKOV 1**  
**INSPIRATION [KHADOR]** - Friendly Faction models in this model's command range gain +1 to attack and damage rolls.

**BLACK HAND**  
**CRITICAL DECAPITATION** - On a critical hit, double the damage exceeding the ARM of the model hit. A model disabled by this attack cannot make a Tough roll.

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TUSK 1

SPELLS	COST	RNG	AOE	POW	DUR	OFF
<b>GROUND ZERO</b>	3	SELF	5	13	-	NO

Center a 5" AOE on the spellcaster. Each other model in the AOE is hit and suffers a POW 13 damage roll. Immediately after this damage is resolved each enemy model damaged by Ground Zero is pushed 6" directly away from the spellcaster in the order you choose.

**OVERRUN** | 2 | 6 | - | - | TURN | NO  
When target model in the spellcaster's battlegroup destroys one or more enemy models with an attack during its Combat Action, immediately after the attack is resolved one model in the spellcaster's battlegroup that is in its control range can make a full advance, then Overrun expires. A model can advance only once per turn as a result of Overrun. Overrun lasts for one turn.

**RAZOR WIND** | 2 | 10 | - | 12 | - | YES  
A blade of wind slices through the target model.

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

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**FEAT: IMPERIAL MARCH**

Friendly Faction warrior model/units activating within Markov's control area gain an additional die to melee damage rolls and Reposition [3"]. (At the end of an activation in which it did not run or fail a charge, a model with Reposition [3"] can advance up to 3", then its activation ends.) Imperial March lasts for one turn.

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