



## ALL Kind Morozko

Myth . Male . King Frost

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	6	6	7	7	6	2	17

18PTS 1

**CROOK - 8 / COMBAT / Base / Bleed**

**HOARFROST - 8 / ARCANE / 8" / Fatigue**

### GIFT OF VITALITY - 1

This Model may spend 1 AP to grant Vigour to a friendly Model within 8".

### BOON

Any Models with 8" and in the same Force as this Model may receive +1 to any Test, Defence or Attack Roll it makes.

### SPRING HEELED

This Model gains +2 to its MV when climbing and to tests when jumping.

### ANGERED

At the start of this Model's Activation you may flip the card to its Altered Side.



## ALL Unkind Morozko

Myth . Male . King Frost

MV	CH	CD	RD	AD	SAN	MYTH	WND
5	7	8	7	5	6	2	17

**CROOK - 9 / COMBAT / Base / Paralysed**

**HOARFROST - 7 / ARCANE / TEMPLATE / Fatigue**

### BLIZZARD - 1

The Range of any Attack made against this Model is reduced to 3" until the end of Turn. Any Model starting its Activation within 12" of this Model reduces its MV and CH Statistics by 1 until the end of Turn.

### BANE

Any Models with 8" and in the opposing Force from this Model may be forced to receive -1 to any Test, Defence or Attack Roll it makes. This Model chooses if the penalty applies.

### LONG SHANKS

This Model gains +1 to its MV when climbing and to tests when jumping.

### CALMED

At the start of this Model's Activation, you may flip the card to its Ready side.