



is the winter wind, or riding an armoured sled, drawn by a team of identical beasts. On those rare occasions when she leads her army in battle, the devotion lavished upon her is beyond that which might be expected of such a remote and cool ruler. Her power over the elements is clear proof that the blood of the Khan-queens flows in her veins. The Ungols of the north fear and respect her as one of the ancient warrior witches from their oldest myths.

A time is coming that will see the Tzarina on many a battlefield before the year is out. Marauding tribes of Kurgans and Kyazak push south in ever-increasing numbers, united behind the banners of their Zars and Hetzars. The sheer scale and ferocity of these raids has prompted the despatch of a number of contingents from the Empire to aid Kislev – artillery from Nuln, mercenary companies from Tilea, Wissenland Pike, arquebusiers from Averland, Nordland halberdiers, knightly orders and all manner of troops from all across the lands.

The writings of Anspracht of Nuln names this time as the 'Spring Driving', an innocuous term that encompasses a time of unremitting horror and bloodshed. Masses of northern

marauders are sweeping down into Kislev, butchering everything in their path. Many battles have already been fought and the Kurgans have razed several towns and stanitsas: Choika, Zhedevka and others that appear on no

maps. The pulks have scattered into the oblast, though many Boyars are rallying their forces to fight once more, but as more and more marauders drive south, it is certain that the days of blood are not yet over.

## Tzarina Katarin, the Ice Queen

*The Tzarina Katarin can be taken as commander for any allied Kislevite Allied Contingent. Tzarina Katarin counts as a single Lord choice and she must be fielded exactly as described here. She must be the Allied Contingent's commander and may not purchase any additional equipment or magic items. If you field the Tzarina Katarin, you may not field Tzar Boris.*

	M	WS	BS	S	T	W	I	A	Ld
Tzarina Katarin	4	4	3	3	3	3	3	1	10
Warhorse	8	3	0	3	3	3	1	1	5

**Cost:** 495 points

**Weapons & Equipment:** Tzarina Katarin carries the sword of the ancient Khan-queens, Fearfrost, and wears the Crystal Cloak. She is mounted on a warhorse.

### SPECIAL RULES

**Ice Magic:** Katarin is a Level 4 Wizard and may only use Ice Magic (see p.32).

**Beloved of Kislev:** The people of Kislev are utterly devoted to the Tzarina and would gladly lay down their lives for her. Any Kislevite unit joined by the Tzarina becomes *stubborn*, and all Kislevite units within 12" of the Tzarina may re-roll failed Psychology tests.

**Protectors of the Khan-queen:** If the Tzarina Katarin is taken as the leader of your Allied Contingent, then the 0-1 restriction on Gryphon Legion units is waived.

**Fearfrost:** Forged by the ancient Khan-queen Miska of the Gospodars, this blade has passed from Tzarina to Tzarina through the ages. Only a Tzarina can wield the blade, and were a man to lift the blade, he would find himself frozen to death within a heartbeat. The blade is infused with Ice Magic and the intense cold can kill with a single scratch.

Fearfrost grants the Tzarina the Killing Blow special skill. Models wounded, but not killed outright, by Fearfrost receive no saving throw, but may take Ward saves as normal.

**The Crystal Cloak:** A swirling mist of dancing ice crystals surrounds the Tzarina, warding off the most serious of injuries and confounding her foes' attempts to strike her.

The Crystal Cloak grants the Tzarina a 4+ Ward save. In addition, all attacks directed against the Tzarina in close combat suffer a -1 to both the To Hit and To Wound dice.



*Tzarina Katarin, the Ice Queen*

