

## Boris Ursus, the Red Tzar

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

	M	WS	BS	S	T	W	I	A	Ld
Boris Bokha	4	5	4	5	4	3	3	4	10
Urskin	6	4	0	6	5	3	4	4	7

**Cost:** Boris Ursus, the Red Tzar – 285 points, Urskin the Bear – 90 points.

**Weapons & Equipment:** Boris carries the Shard Blade and is protected by the Armor of Ursun and a shield. He is mounted on Urskin.

### SPECIAL RULES

**Kin of the Bear God.** If Boris Bokha is taken as the leader of your Allied Contingent, then any units of Kossars present in the army may be designated Kin of the Bear God at a cost of +30 points per unit. Models with the mark of the Bear God gain +1 Attack in the turn they charge.

**Armor of Ursun.** Forged on the Spring Equinox, one of the holiest days of the cult of Ursun, the powdered bones of a score of the mightiest bears were mixed with the steel of the armor before it was quenched in the finest mead. This suit of armor is imbued with the power and might of Ursun himself, and those who wear it feel his power coursing through their veins.

The Armor of Ursun counts as full plate (4+ Armor Save). In addition, for each hit caused by his enemies in close combat, the Tzar may make an additional attack back after his enemies' attacks have been resolved (assuming he's still alive!). He may make these bonus attacks even if he has already attacked that phase.

**Shard Blade.** Boris carries a mighty polearm with a blade crafted from ice hewn from the glaciers of Norsca and magically bound by the ice wizards of Kislev to remain forever frozen. When Boris strikes a foe, shards of ice water enter his veins and freeze his blood.

When using the Shard Blade, Boris adds +2 to his Strength. In addition, any models who suffer a Wound (after saving throws, etc.) must take an immediate Toughness test.

If this test is failed, they suffer an additional Wound, with no Armor or Ward Save possible. Remember, a roll of a 6 is always a failure, no matter the Toughness of the opponent.

### URSKIN THE BEAR

**Winter Coat.** Urskin is swathed in thick layers of winter fat and muscle that protect him from the worst excesses of Kislev's harsh weather and the blows of his enemies. As a result he has a 5+ Armor Save.

**Thunder of Ursun.** Urskin the bear causes *Fear*.

**Fury of Ursun.** The ferocity of Urskin is such that should a unit fighting him break, he *must* always pursue it regardless of the wishes of his rider.



*Tzar Boris and Urskin the Bear*