

New Killer: The Winter Soldier

Speed: 4.6 m/s

Terror Radius: 32 meters

Longing. Rusted. Furnace. The Winter Soldier is ready to comply.

His personal perks, Roter Stern, Hex: Activation Codes, and Hail Hydra, allow him to ???, temporarily boost himself in power, and protect Hexes by multiplying them.

Power: HYDRA Developments

“The Winter Soldier is augmented with the finest HYDRA prosthetics. Object or target, nothing stands in his way.”

Special Ability: Hydraulic Tear

While within 1 meter of a dropped pallet or window, you may activate Hydraulic Tear by holding *Power Button 2*. The Winter Soldier utilizes his robotic arm to break the object, rendering it unusable. If used on a window, it will leave an empty space that can be walked through by The Winter Soldier and survivors. Only 3 windows can be destroyed by Hydraulic Tear at the same time, rebuilding the oldest broken window when a new window exceeds the cap. Hydraulic Tear takes 2 seconds to complete.

Special Attack: Hydraulic Flurry

Hold *Power Button 1* to initialize Hydraulic Flurry. When fully charged, you jump forwards 5 meters, slamming the ground and taking 1 second to recover. All survivors who were within 5 meters of the end point of the jump are afflicted by Breakpoint, and survivors who were directly in the path of the jump are stunned for 0.75 seconds. When The Winter Soldier strikes a survivor afflicted by Breakpoint, his hit cooldown is immediately reset, and the survivor is stunned for 0.25 seconds, interrupting any action, including vaults. The Winter Soldier can then follow up with another strike, jump to another visible survivor afflicted with Breakpoint within 10 meters by pressing *Power Button 1*, or reposition in order to jump to another afflicted survivor. Should The Winter Soldier jump to a survivor blocked by a window or pallet, he will automatically use Hydraulic Tear at a 30% increased speed.

Survivors afflicted by Breakpoint have the following effects occur to them when struck by The Winter Soldier in rapid succession:

- 1 hit - The survivor becomes injured.
- 2 hits - The survivor is injured and you perform Hydraulic Tear 30% faster while chasing that survivor.
- 3 hits - The survivor is placed into the Dying State.

After striking any survivor afflicted with Breakpoint a total of 2 times plus 1 per survivor afflicted with Breakpoint up to a max of 5, Hydraulic Flurry ends, and The Winter Soldier enters a short cooldown. Hydraulic Flurry has a cooldown of 30 seconds.

Special Ability: Stealth Training

Press the *Special Ability Button* while outside of chase to activate Stealth Training. When activated, The Winter Soldier gains Undetectable, and his footstep noises, as well as the noises from Hydraulic Tear and the charging of Hydraulic Flurry, are muted. Stealth Training lasts for 30 seconds, and has a 45 second cooldown when deactivated.

Developer Note: The Winter Soldier is designed as a short-range stealth Legion. He is meant to infiltrate, deal damage to a large group, and then continue his chase. He is able to down a survivor and initiate a high-speed chase with another, or go on a tear and injure multiple survivors, ending the combo with a down. In the event survivors split up, he may instead utilize a shorter combo to initiate a high-speed chase with one survivor.

The Winter Soldier Perks:

- Roter Stern - ***“You are the Red Star. Those who do not believe in your presence will soon come to learn of your power.”***

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- Hex: Activation Codes - ***“Sometimes words are even more powerful than weapons. But when those words are the weapon, they’re even stronger.”***

When within 1 meter of the totem associated with Hex: Activation Codes, you benefit from the following effects:

- 30% stun duration reduction
- 30% faster vault, break, pick up, hook, and drop speed

These effects last for 40/50/60 seconds after activation.

“Longing, Rusted, Seventeen, Daybreak, Furnace, Nine, Benign, Homecoming, One, Freight Car. Soldier?” - Baron Zemo

- Hail Hydra - “”
 - When a dull totem is cleansed, two dull totems are created and placed randomly in an empty totem spawn.
 - When a Hex totem is cleansed, one dull totem spawns, and one Hex totem spawns. This Hex totem is a copy of the cleansed Hex, including tokens, and automatically cleanses itself after 30 seconds. This duration is increased by an additional 8/9/10 seconds for every standing totem.

“Cut off one head, two more shall take its place.” - Arnim Zola