

# PRIVATEER PRESS SUMMER SALE ARMY BUNDLE THEME FORCES!



## LORD COMMANDER STRYKER CHARGE OF THE STORM BRIGADE

### WARJACKS

Cygnar non-character warjacks, Ol' Rowdy, Thunderhead

### UNITS

Field Mechanics, Storm Knight units, Stormsmith Storm Towers

### SOLOS

Squire, Storm Knight solos

#### TIER 1

**Requirements:** The army can include only the models listed above.

**Benefit:** Storm Lance units in this army become FA 2. Reduce the point cost of Stormclad warjacks by 1.

#### TIER 2

**Requirements:** The army includes two or more Stormblade Infantry units.

**Benefit:** Add a unit attachment to one Stormblade Infantry unit free of cost. This unit attachment ignores FA restrictions.

#### TIER 3

**Requirements:** The army includes Major Katherine Laddermore.

**Benefit:** Place Major Katherine Laddermore and Storm Lance units after normal deployment. These models are placed at the same time as your models with Advance Deployment (▶) (if any). These models must be placed within your normal deployment zone.

#### TIER 4

**Requirements:** The army includes two or more Stormclad warjacks.

**Benefit:** Your deployment is extended 2" forward.



## GRAND EXEMPLAR KREOSS CRUSADERS OF SUL

### WARJACKS

Protectorate non-character warjacks, Fire of Salvation

### UNITS

Deliverer Sunburst Crews, Exemplar units, Flameguard units, Visgoth Juviah Rhoven & Honor Guard

### SOLOS

Vassal Mechanics, Exemplar solos

#### TIER 1

**Requirements:** The army can include only the models listed above.

**Benefit:** Knights Exemplar units become FA U.

#### TIER 2

**Requirements:** The army includes two or more Knights Exemplar units.

**Benefit:** Knights Exemplar units gain Advance Move. (Before the start of the game but after both players have deployed, a model with Advance Move can make a full advance.)

#### TIER 3

**Requirements:** The army includes four or more Exemplar units.

**Benefit:** Add one Knights Exemplar Seneschal or Knights Errant Seneschal solo to the army free of cost. This solo ignores FA restrictions.

#### TIER 4

**Requirements:** Kreoss' battlegroup includes Fire of Salvation.

**Benefit:** Your deployment zone is extended 2" forward.



## KOMMANDER HARKEVICH, THE IRON WOLF WOLF PACK

**WARJACKS:** Khador non-character warjacks, Black Ivan

**SOLOS:** War Dog, Man-O-War solos, Widowmaker Marksman, Winter Guard solos

**UNITS:** Battle Mechanics, Man-O-War units, Winter Guard units

### TIER 1

**Requirements:** The army can include only the models listed above.

**Benefit:** You gain +1 on your starting roll for the game.

### TIER 2

**Requirements:** Harkevich's battlegroup includes Black Ivan.

**Benefit:** Friendly models/units can begin the game affected by Harkevich's upkeep spells. These spells and their targets must be declared before either player sets up models. Harkevich does not pay focus to upkeep these spells during your first turn.

### TIER 3

**Requirements:** This army includes two or more weapon crew units.

**Benefit:** For each warjack in Harkevich's battlegroup, place a heavy wreck marker anywhere within 20" of the back edge of Harkevich's deployment zone after terrain has been placed but before either player deploys his army. Wreck markers cannot be placed within 3" of a terrain feature or another wreck marker.

### TIER 4

**Requirements:** Harkevich's battlegroup includes three or more warjacks.

**Benefit:** Reduce the point cost of warjacks with ranged weapons in this army by 1.



## WARWITCH DENEGHRA WITCHING HOUR

### WARJACKS

Cryx non-character warjacks

### UNITS

Bile Thralls, Mechanithralls

### SOLOS

Necrotechs, Scrap Thralls, Pistol Wraiths, Skarlock Thrall, Warwitch solos

### TIER 1

**Requirements:** The army can include only the models listed above.

**Benefit:** The FA of Warwitch Siren solos increases by +1 for every helljack included. Additionally, Warwitch Sirens gain Advance Deployment (A).

### TIER 2

**Requirements:** The army includes four or more solos.

**Benefit:** You gain +1 on your starting roll for the game.

### TIER 3

**Requirements:** Deneghra's battlegroup includes four or more bonejacks.

**Benefit:** Add one bonejack to the army free of cost.

### TIER 4

**Requirements:** Deneghra's battlegroup includes two or more helljacks.

**Benefit:** Up to one helljack gains Advance Move for each Warwitch Siren solo in the army. (Before the start of the game but after both players have deployed, a model with Advance Move can make a full advance.)



# DAWNLORD VYROS

## THE DAWN'S TALON BY SIMON BERMAN

**WARJACKS:** Retribution non-character warjacks with Field Dependent

**UNITS:** Small-based Dawnguard units, Houseguard units  
**SOLOS:** Arcanist solos, Dawnguard solos, Houseguard solos

### TIER 1

**Requirements:** The army can include only the models listed above.

**Benefit:** Increase the FA of non-character Dawnguard units and solos by 1.

### TIER 2

**Requirements:** Vyros' battlegroup includes two or more heavy warjacks.

**Benefit:** Reduce the point cost of heavy warjacks in Vyros' battlegroup by 1.

### TIER 3

**Requirements:** The army includes two or more units.

**Benefit:** For every two units in the army, one heavy warjack in Vyros' battlegroup gains Advance Move. (Before the start of the game but after both players have deployed, a model with Advance Move can make a full advance.)

### TIER 4

**Requirements:** The army includes at least four warjacks.

**Benefit:** Each warjack in Vyros' battlegroup is automatically allocated 1 focus point at the start of your first Control Phase. This focus is in addition to any points Vyros allocates.



# FORGE MASTER SYNThERION

## THE GREAT MACHINE

**WARJACKS:** Convergence non-character vectors

**SOLOS:** Optifex solos, Servitor solos

**UNITS:** Optifex units

**BATTLE ENGINES:** Transfinite Emergence Projector

### TIER 1

**Requirements:** The army can include only the models listed above.

**Benefit:** Algorithmic Dispersion Optifex units gain Advance Deployment (▶).

### TIER 2

**Requirements:** The army includes a Corollary.

**Benefit:** Reduce the cost of Syntherion's spells by 1 during your first turn of the game.

### TIER 3

**Requirements:** The army includes one or more Optifex Directive units.

**Benefit:** For each Optifex Directive unit in the army, the Corollary begins the game with 1 focus point (to a maximum of 3).

### TIER 4

**Requirements:** The army includes five or more vectors.

**Benefit:** Add a Galvanizer to Syntherion's battlegroup free of cost.



# CAPTAIN PHINNEUS SHAE

## A PIRATE'S LIFE

### WARJACKS

Mercenary non-character warjacks

### UNITS

Sea Dog units, Lady Aiyana & Master Holt

### SOLOS

Bosun Grogspar, Dirty Meg, Doc Killingsworth, First Mate Hawk, Lord Rockbottom


#### **TIER 1**

**Requirements:** The army can include only the models listed above.

**Benefit:** Reduce the point cost of solos in this army by 1.

#### **TIER 2**

**Requirements:** This army includes Mr. Walls.

**Benefit:** Models/units in this army gain Pathfinder  during your first turn of the game.

#### **TIER 3**

**Requirements:** The army includes The Commodore

Cannon & Crew.

**Benefit:** You gain +1 on your starting roll for the game.

#### **TIER 4**

**Requirements:** Shae's battlegroup includes three or more warjacks.

**Benefit:** Models in Shae's battlegroup gain +2 SPD during your first turn of the game.



# CALANDRA TRUTHSAYER, ORACLE OF THE GLIMMERWOOD

## EVOLUTIONARY ELEMENTALISM

**WARBEASTS:** Pyre Trolls, Slag Trolls, Storm Trolls, Winter Trolls, Mountain Kings

**UNITS:** Krielstone Bearer & Stone Scribes, Trollkin

Runeshapers, Trollkin Warders

**SOLOS:** Runeshaper solos, Troll Whelps, Trollkin Runebearer

#### **TIER 1**

**Requirements:** The army can include only the models listed above.

**Benefit:** Decrease the point cost of warbeasts in Truthsayer's battlegroup by 1.

#### **TIER 2**

**Requirements:** The army includes a Krielstone Bearer & Stone Scribes unit.

**Benefit:** The Krielstone Bearer & Stone Scribes unit leader begins the game with 1 fury point for each Runeshaper unit or solo in the army. (If the number of fury points exceeds the maximum of the Fury Vault ability, additional fury points are lost.)

#### **TIER 3**

**Requirements:** The army includes three or more different light warbeasts.

**Benefit:** Light warbeasts in Calandra's battlegroup gain Advance Deployment .

#### **TIER 4**

**Requirements:** The army includes one or more Mountain King gargantuans.

**Benefit:** At the start of your first turn, choose one warbeast in Calandra's battlegroup. All models in the army are affected by that warbeast's animus.



## KAYA THE MOONHUNTER

### SOOTHE THE SAVAGE BEAST

#### WARBEASTS

Circle non-character warbeasts

#### UNITS

Shifting Stones, Tharn units

#### SOLOS

Druid Wilder, Tharn solos


#### TIER 1

**Requirements:** The army can include only the models listed above.

**Benefit:** Models in the army have concealment during the first round of the game.

#### TIER 2

**Requirements:** The army includes one or more Tharn Ravagers units.

**Benefit:** Kaya's battlegroup gains Pathfinder  and Treewalker during the first round of the game. (Models with Treewalker ignore forests when determining LOS. While in a forest, models with Treewalker gain +2 DEF against melee attack rolls and can advance through

obstructions and other models if they have enough movement to move completely past them.)

#### TIER 3

**Requirements:** The army includes three or more Tharn units.

**Benefit:** Models/units with Heart Eater begin the game with one corpse token.

#### TIER 4

**Requirements:** Kaya's battlegroup includes four or more living warbeasts.

**Benefit:** Add a living light warbeast to Kaya's battlegroup free of cost.



## TYRANT XERXIS

### THE FIST OF HALAAK

#### WARBEASTS

Skorne non-character heavy warbeasts, Molik Karn

#### UNITS

Paingiver Beast Handlers, Tyrant Commander & Standard Bearers, Cataphract units, Venator units

#### SOLOS

Cataphract solos

#### TIER 1

**Requirements:** The army can include only the models listed above.

**Benefit:** Cataphract units are FA U.


#### TIER 2

**Requirements:** The army includes two or more Cataphract units.

**Benefit:** Reduce the point cost of Cataphract units by 1.

#### TIER 3

**Requirements:** The army includes two or more Venator Weapon Crew units.

**Benefit:** Venator weapon crews gain Advance Deployment .

#### TIER 4

**Requirements:** Xerxis' battlegroup includes one or more Bronzeback Titans.

**Benefit:** Titans in Xerxis' battlegroup gain Advance Move. (Before the start of the game but after both players have deployed, a model with Advance Move can make a full advance.)



# ABSYLONIA, TERROR OF EVERBLIGHT

## WINDS OF CHANGE

### WARBEASTS

Non-character Legion warbeasts, Typhon

### UNITS

Spawning Vessel

### SOLOS

Blighted Nyss Shepherds, The Forsaken

#### **TIER 1**

**Requirements:** The army can include only the models listed above.

**Benefit:** Increase the FA of Forsaken solos by +1 for each heavy warbeast in the army.

#### **TIER 2**

**Requirements:** Absylonia's battlegroup includes three or more lesser warbeasts.

**Benefit:** Lesser warbeasts in Absylonia's battlegroup gain Advance Deployment

#### **TIER 3**

**Requirements:** The army includes two or more Forsaken solos.

**Benefit:** For each Forsaken solo in the army, one heavy warbeast in Absylonia's battlegroup gains Advance Move. (Before the start of the game but after both players have deployed, a model with Advance Move can make a full advance.)

#### **TIER 4**

**Requirements:** Absylonia's battlegroup includes two or more heavy warbeasts.

**Benefit:** Reduce the point cost of heavy warbeasts by 1.



# DR. ARKADIUS

## MAD SCIENCE

### WARBEASTS

Minion Farrow non-character warbeasts

### UNITS

Farrow units

### SOLOS

Farrow solos, Rorsh & Brine

#### **TIER 1**

**Requirements:** The army can include only the models listed above.

**Benefit:** Reduce the point cost of War Hog warbeasts in this army by 1.

#### **TIER 2**

**Requirements:** This army includes one or more Farrow Bone Grinder units.

**Benefit:** You can redeploy one model/unit for each Farrow Bone Grinder unit in the army after both players have deployed but before the first player's first turn. The redeployed models must be placed on the table in a location they could have been deployed initially.

#### **TIER 3**

**Requirements:** The army includes one or more Farrow Brigand units.

**Benefit:** You gain +1 on your starting roll for the game.

#### **TIER 4**

**Requirements:** Dr. Arkadius' battlegroup includes three or more War Hog warbeasts.

**Benefit:** Warbeasts in the army gain +2 SPD during your first turn of the game.