



THEME FORCES

APRIL 2018



CYGNAR THEME FORCE

GRAVEDIGGERS

Trenchers are men and women of grit found at the forefront of every battlefield. The first on the field and the last to leave, it is the trenchers' duty to form the vanguard of Cygnar's military might and seize the battlefield against all opposition. Trenchers dig in and hold the line, proud to spill their blood for their countrymen and seeing the battlefield as the only proper gravesite.

ARMY COMPOSITION

An army made using this theme force can include only the following Cygnar models:

- Cygnar warcasters
- Non-character warjacks
- Triumph
- Ranger models / units
- Trencher models / units

SPECIAL RULES

- This army can also include one Mercenary solo and one Mercenary unit that will work for Cygnar. These models can be included even if they have the Partisan [Cygnar] special rule. Mercenary units in this army can include attachments.
- For every full 20 points of Ranger and Trencher models / units in this army, you can add one Trencher weapon crew unit, Trencher command attachment, or Cygnar solo to the army free of cost. Free models do not count toward the total point value of Ranger or Trencher models / units in the army when calculating this bonus.
- Trencher warrior models in this army gain Rise. (If a model with Rise is knocked down at the beginning of your Maintenance Phase, it stands up.)
- You gain +1 to your starting roll for the game.



CYGNAR THEME FORCE

HEAVY METAL

Although Cygnar generally prefers a combined-arms approach to conflict, when its advanced warjacks are massed on the field under the control of a skilled warcaster, they are a match for any enemy. Such large, self-sufficient battlegroups are typically deployed to besiege fixed positions or to meet concentrations of enemy armor and heavy infantry on the battlefield. Where Cygnar faces deeply entrenched or armored foes, the tread of its mighty machines shakes the earth and its storm technology blackens the sky.

ARMY COMPOSITION

An army made using this theme force can include only the following Cygnar models:

- Cygnar warcasters
- Non-character warjacks
- Thunderhead
- Mechanik models/units
- Sword Knight models/units
- Long Gunner Infantry units
- Precursor Knight units
- Solos with the Battlegroup Controller special rule
- Solos with the Partisan [Cygnar] special rule
- Archduke Alain Runewood, Lord of Fharin
- Squire solos
- Cygnar battle engines

SPECIAL RULES

- This army can also include one Mercenary unit and one Mercenary battle engine that will work for Cygnar. These models can be included even if they have the Partisan [Cygnar] special rule. Mercenary units in this army can include attachments.
- For every full 30 points of Cygnar warjacks and Cygnar battle engines in this army, you can add one Cygnar command attachment or Cygnar solo to the army free of cost.
- Cygnar solos and Mechanik units in this army gain Reposition [3"]. (At the end of an activation in which it did not run or fail a charge, a model with Reposition [3"] can advance up to 3", then its activation ends.)
- Your deployment zone is extended 2" forward.



CYGNAR THEME FORCE

SONS OF THE TEMPEST

Mobile and versatile, the Arcane Tempest are called upon to deal with situations beyond the capacity of standard military forces, particularly arcane threats that are warded against conventional firepower. Coordinated by experienced gun mages to fight in conjunction with traditional battlegroups, these strike teams can operate in any theater of war. As their ranked guns tear apart the enemy with fusillades of deadly firepower, lone marksmen pick off high-priority targets with speed and accuracy.

ARMY COMPOSITION

An army made using this theme force can include only the following Cygnar models:

- Cygnar warcasters
- Non-character warjacks
- Arcane Tempest models/units
- Mechanik models/units
- Squire solos
- Journeyman Warcaster solos

SPECIAL RULES

- This army can also include one Mercenary solo and one Mercenary unit that will work for Cygnar. These models can be included even if they have the Partisan [Cygnar] special rule. Mercenary units in this army can include attachments.
- For every full 15 points of Arcane Tempest models/units in this army, you can add one Arcane Tempest command attachment or small-based Cygnar solo to the army free of cost. Free models do not count toward the total point value of Arcane Tempest models/units in the army when calculating this bonus.
- Arcane Tempest Gun Mage and Black 13th Strike Force units in this army gain Pistoleer. (Gunfighter attack damage rolls made by a model with Pistoleer are boosted.)
- Warcasters in this army can upkeep spells on friendly Arcane Tempest model/units without spending focus.



CYGNAR THEME FORCE

STORM DIVISION


Cygnar's Storm Division is an autonomous military force that delivers the flash of lightning and the roll of thunder to the battlefields of Immoren. The division couples the latest voltaic weaponry and hardware produced by the Cygnaran Armory with the service of skilled soldiers. More Storm Knights fight with the Storm Division than with any other force in Cygnar, and with the aid of accomplished stormsmiths these elite warriors make up a highly mobile army capable of bringing the fury of the storm to Cygnar's enemies.

ARMY COMPOSITION

An army made using this theme force can include only the following Cygnar models:

- Cygnar warcasters
- Non-character warjacks
- Thunderhead
- Mechanik models/units
- Storm Knight models/units
- Stormsmith models/units
- Journeyman Warcaster solos
- Lieutenant Allison Jakes
- Savio Montero Acosta
- Squire solos

SPECIAL RULES

- This army can also include one Mercenary solo and one Mercenary unit that will work for Cygnar. These models can be included even if they have the Partisan [Cygnar] special rule. Mercenary units in this army can include attachments.
- If Savio Montero Acosta is included in this army, he is considered to be a Cygnar model instead of a Mercenary model.
- For every full 20 points of Storm Knight and Stormsmith models/units in this army, you can add one small-based Cygnar solo, one Stormsmith weapon crew unit, one Storm Knight command attachment, or three Stormsmith Stormcaller solos. Free models do not count toward the total point value of Storm Knight and Stormsmith models/units in the army when calculating this bonus.
- Cygnar models/units in this army gain Immunity: Electricity .
- Stormblade units in this army 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.)



PROTECTORATE OF MENOOTH THEME FORCE

THE CREATOR'S MIGHT

The word of the Creator of Man is law, and by the will of the faithful his designs are made material. The clergy of the Protectorate march to war arrayed as an army worthy of Menoth, channeling the power of Menite relics that predate the priest-kings while chanting prayers drawn from holy writ and ancient inscriptions. Their mighty sanctified machines rumble across the battlefield to clash with those who would deny the glory of Menoth. Great wheels bearing the weight of consecrated edifices grind ever onward, accompanied by the hymns of warpriests. In righteous splendor Menoth's most devout servants go forth to battle blessed by his might.

ARMY COMPOSITION

An army made using this theme force can include only the following Protectorate models:

- Protectorate warcasters
- Non-character warjacks
- Avatar of Menoth
- Vassal models/units
- Choir of Menoth units
- Visgoth Juviah Rhoven & Honor Guard
- The Covenant of Menoth
- Hierophant solos
- Initiate Tristan Durant
- Wrack solos
- Protectorate battle engines

SPECIAL RULES

- This army can also include one Mercenary solo and one Mercenary unit that will work for the Protectorate. These models can be included even if they have the Partisan [Protectorate] special rule. Mercenary units in this army can include attachments.
- For every full 25 points of Protectorate warjacks and Protectorate battle engines in this army, you can add three Wrack solos or one other small- or medium-based Protectorate solo to the army free of cost.
- Protectorate solos and Choir of Menoth units in this army gain Reposition [3"]. (At the end of an activation in which it did not run or fail a charge, a model with Reposition [3"] can advance up to 3", then its activation ends.)
- Friendly models/units can begin the game affected by the upkeep spells of models in this army. These spells and their targets must be declared before either player deploys any models. Models in this army do not have to pay to upkeep their spells during your first turn of the game.



PROTECTORATE OF MENOOTH THEME FORCE

EXEMPLAR INTERDICTION


The ruling priesthood and scrutators of the Protectorate of Menoth have no more loyal and steadfast protectors and warriors than the Exemplars. Large interdictions of the theocracy's formidable heavy infantry and cavalry knights are often assembled to serve the Great Crusade, sent against the unbelievers to prove the futility of standing against blessed steel wielded with conviction. Such an interdiction never wavers in fulfilling its orders, as obedience to the clergy is their unbreakable creed. The great machines marching with them are similarly implacable, empowered by blessings both inscribed on their hulls and filling the air as choir voices rise to drown out the lamentations of heretics crushed underfoot.

ARMY COMPOSITION

An army made using this theme force can include only the following Protectorate models:

- Protectorate warcasters
- Non-character warjacks
- Exemplar models/units
- Reclaimer models/solos
- Scrutator models/units
- Vassal models/units
- Choir of Menoth units
- Visgoth Juviah Rhoven & Honor Guard
- Wrack solos

SPECIAL RULES

- This army can also include one Mercenary solo and one Mercenary unit that will work for the Protectorate. These models can be included even if they have the Partisan [Protectorate] special rule. Mercenary units in this army can include attachments.
- For every full 20 points of Exemplar models/units in this army, you can add one small- or medium-based Protectorate solo or Protectorate command attachment to the army free of cost. Free models do not count toward the total point value of Exemplar models/units in the army when calculating this bonus.
- The weapons of Protectorate warjacks in this army gain Blessed .
- Your deployment zone is extended 2" forward.



PROTECTORATE OF MENOOTH THEME FORCE

THE FAITHFUL MASSES

The strength of the Protectorate of Menoth is not restricted to its foundries and garrisons, but is found in the hearts and souls of the numberless devotees to its faith. Every person who fears and serves the Creator of Man is another potential soldier to defend the theocracy. Pious citizen soldiers minimally trained as militia often go to battle accompanied by more elite lesser martial orders, such as the Paladins of the Order of the Wall and the Allegiants of the Order of the Fist, who consider their service a life's calling. These forces are often joined by members of the ominous Reclaimant Order, who protect the bodies and spirits of the faithful masses as they fight in Menoth's name.

ARMY COMPOSITION

An army made using this theme force can include only the following Protectorate models:

- Protectorate warcasters
- Non-character warjacks
- Avatar of Menoth
- Deliverer models/units
- Idrian models/units
- Paladin models/units
- Reclaimer models/solos
- Vassal models/units
- Zealot models/units
- Choir of Menoth units
- Allegiant of the Order of the Fist solos
- The Covenant of Menoth
- Hierophant solos
- Initiate Tristan Durant
- Wrack solos

SPECIAL RULES

- This army can also include one Mercenary solo and one Mercenary unit that will work for the Protectorate. These models can be included even if they have the Partisan [Protectorate] special rule. Mercenary units in this army can include attachments.
- For every full 20 points of Paladin solos and Protectorate units in this army, you can add one Protectorate weapon crew unit, Protectorate command attachment, or small- or medium-based Protectorate solo to the army free of cost. Free models do not count toward the total point value of Paladin solos and Protectorate units in the army when calculating this bonus.
- Protectorate heavy warjacks and colossals in this army gain Hand of Vengeance. (When one or more friendly Faction warrior models are destroyed or removed from play by enemy attacks while within 5" of a model with Hand of Vengeance, the model with Hand of Vengeance gains +2 on melee attack and melee damage rolls for one round.)
- Before models are deployed at the start of the game, you can place one wall template anywhere completely within 20" of the rear table edge of your deployment zone. The template cannot be placed within 3" of a hill, obstacle, or obstruction. The template is an obstacle that grants cover.



PROTECTORATE OF MENOOTH THEME FORCE

GUARDIANS OF THE TEMPLE


The soldiers of the Flameguard Temple once found their purpose in defending the sacred sites of the Protectorate, but the turmoil of recent years has seen these former guardians forged into one of the most formidable fighting forces of the nation. Hearing and heeding Menoth's call to service, thousands have swelled the ranks to take up arms and carry out the will of the Lawgiver. With the blessings of Menoth upon them, these faithful eagerly go to war against the non-believers, unified in their unwavering support of the Great Crusade.

ARMY COMPOSITION

An army made using this theme force can include only the following Protectorate models:

- Protectorate warcasters
- Non-character warjacks
- Flameguard models/units
- Choir of Menoth units
- Reclaimer solos
- Vassal solos
- Wrack solos

SPECIAL RULES

- This army can also include one Mercenary solo and one Mercenary unit that will work for the Protectorate. These models can be included even if they have the Partisan [Protectorate] special rule. Mercenary units in this army can include attachments.
- For every full 20 points of Flameguard models/units in this army, you can add one Flameguard command attachment or one small-based Protectorate solo to the army free of cost. Free models do not count toward the total point value of Flameguard models/units in the army when calculating this bonus.
- While B2B with another model in their unit, Temple Flameguard trooper models gain Tough  and cannot become knocked down.
- One Daughters of the Flame unit in this army gains Ambush. (You can choose not to deploy a unit with Ambush at the start of the game. If it is not deployed normally, you can put it into play at the end of any of your Control Phases after your first turn. When you do, choose any table edge except the back of your opponent's deployment zone. Place all models in the unit with Ambush in formation completely within 3" of the chosen table edge.)



KHADOR THEME FORCE

ARMORED CORPS

With a hiss of steam and the tread of iron, the heavily armored infantry of Khador march to war with heavy warjacks at their side. Though Khador lacks the light warjacks of other nations, they make up for it with a dedicated corps of soldiers who go to war in steam-powered armor. Few opponents possess the weaponry able to chew through so thick a wall of armor, allowing the Man-O-War to crush enemy emplacements.

ARMY COMPOSITION

An army made using this theme force can include only the following Khador models:

- Khador warcasters
- Non-character warjacks
- Man-O-War models/units
- Battle Mechanik units
- War Dog solos

SPECIAL RULES

- This army can also include one Mercenary solo and one Mercenary unit that will work for Khador. These models can be included even if they have the Partisan [Khador] special rule. Mercenary units in this army can include attachments.
- For every full 20 points of Man-O-War and Mechanik models/units in this army, you can add one Khador command attachment, Tanker solo, or medium-based Man-O-War solo to the army free of cost. Free models do not count toward the total point value of Man-O-War and Mechanik models/units in the army when calculating this bonus.
- When a model in this army is affected by the Repair special rule, remove one additional damage point.
- For each Khador unit in this army, one Man-O-War model/unit in this army can 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.)



KHADOR THEME FORCE

JAWS OF THE WOLF

The deployment of warjack-heavy forces to eliminate hard targets is a standard response to military threats. A common Khadoran tactic involves augmenting such forces with a contingent of scouts who venture ahead to ensure the slow and steady column of Khadoran steel reaches its target intact. Once engaged, the warjacks rely on overwhelming strength and raw firepower to batter the enemy into submission.

ARMY COMPOSITION

An army made using this theme force can include only the following Khador models:

- Khador warcasters
- Non-character warjacks
- Behemoth
- Battle Mechanik models/units
- Kossite models/units
- Kayazy models/units
- Widowmaker models/units
- Yuri the Axe
- Greylord Forge Seer solos
- Manhunter solos
- War Dog solos

SPECIAL RULES

- This army can also include one Mercenary solo and one Mercenary unit that will work for Khador. These models can be included even if they have the Partisan [Khador] special rule. Mercenary units in this army can include attachments.
- For every 25 points of Khador warjacks in this army, you can add one Khador command attachment or Khador solo to the army free of cost.
- Battle Mechanik units in this army gain Reposition [3"]. (At the end of an activation in which it did not run or fail a charge, a model with Reposition [3"] can advance up to 3", then its activation ends.)
- Enemy models lose the Ambush special rule.



KHADOR THEME FORCE

LEGION OF STEEL

The brotherhood of the Iron Fangs maintains traditions arising from ancient warriors who battled the beasts of the north armed only with spears and the indomitable courage all true Khadorans possess. Iron Fang assault forces are tasked with breaking enemy lines regardless of whether those lines are composed of towering warjacks or masses of infantry. Surrounding a hard center of warjacks, an Iron Fang legion marches in lockstep behind a wall of shields, supported by swift and brutal cavalry to protect their flanks.

ARMY COMPOSITION

An army made using this theme force can include only the following Khador models:

- Khador warcasters
- Non-character warjacks
- Iron Fang models/units
- Battle Mechanik units
- War Dog solos

SPECIAL RULES

- This army can also include one Mercenary solo and one non-character Mercenary unit that will work for Khador. These models can be included even if they have the Partisan [Khador] special rule. Mercenary units in this army can include attachments.
- For every full 20 points of Iron Fang models/units in this army, you can add one Khador command attachment or small-based Khador solo to the army free of cost. Free models do not count toward the total point value of Iron Fang models/units in the army when calculating this bonus.
- The Great Bears of the Gallowswood and the Iron Fang solos in this army gain Countercharge. (When an enemy model advances and ends its movement within 6" of a model with Countercharge and in its LOS, the model with Countercharge can immediately charge it. A model can use Countercharge only once per round and not while engaged.)
- One small-based Iron Fang unit in the army 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.)



KHADOR THEME FORCE

WINTER GUARD KOMMAND

The ranks of the Winter Guard are the patriotic backbone of the Khadoran Army. Hardened by a rigorous training regimen and driven by their love for the Motherland, these soldiers march against the enemies of the empire. They make every effort to see the will of the empress done, whether pushing deep into hostile territory under the cover of withering artillery fire or giving their lives to defend Khador from those who would threaten its sovereignty.

ARMY COMPOSITION

An army made using this theme force can include only the following Khador models:

- Khador warcasters
- Non-character warjacks
- Assault Kommando models/units
- Winter Guard models/units
- Widowmaker models/units
- Battle Mechanik units
- Kovnik Andrei Malakov
- War Dog solos

SPECIAL RULES

- This army can also include one non-character Mercenary solo and one Mercenary unit that will work for Khador. These models can be included even if they have the Partisan [Khador] special rule. Mercenary units in this army can include attachments.
- For every full 20 points of Winter Guard models/units in this army, you can add one Winter Guard weapon crew unit, Winter Guard command attachment, or Winter Guard Artillery Kapitan solo to the army free of cost. Free models do not count toward the total point value of Winter Guard models/units in the army when calculating this bonus.
- Warcasters in this army gain Sacrificial Pawn [Winter Guard trooper model]. (When a model with Sacrificial Pawn [Winter Guard trooper model] is directly hit by an enemy ranged attack, you can have one friendly, non-incorporeal Winter Guard trooper model within 3" of it directly hit instead. That model is automatically hit and suffers all damage and effects.)
- For each Winter Guard unit in this army, one Khador heavy warjack in this army can 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.)



KHADOR THEME FORCE

WOLVES OF WINTER

The Greylords Covenant does not shrink from using any weapon at its disposal, no matter how horrifying. This fact is seldom made clearer than when a task force of Greylord arcanists goes to battle with a retinue of blood-mad Doom Reavers bearing profane fellblades, cursed objects based on the weapons of the Orgoth slavers. Greylords will not hesitate to unleash their insane soldiers upon any foe, with little regard for the collateral damage they may cause.

ARMY COMPOSITION

An army made using this theme force can include only the following Khador models:

- Khador warcasters
- Non-character warjacks
- Doom Reaver models/units
- Greylord models/units
- Battle Mechanik units
- War Dog solos

SPECIAL RULES

- This army can also include one Mercenary solo and one Mercenary unit that will work for Khador. These models can be included even if they have the Partisan [Khador] special rule. Mercenary units in this army can include attachments.
- For every full 20 points of Greylord and Doomreaver models/units in this army, you can add one Khador command attachment or one small- or medium-based Khador solo to the army free of cost. Free models do not count toward the total point value of Greylord and Doomreaver models/units in the army when calculating this bonus.
- At the beginning of each of your Control Phases, choose one non-warcaster Doom Reaver or Greylord unit to gain Apparition that turn. (During your Control Phase, place models with Apparition anywhere completely within 2" of their current locations. Only models in formation can be placed.)
- Friendly models/units can begin the game affected by the upkeep spells of models in this army. These spells and their targets must be declared before either player deploys any models. Models in this army do not have to pay to upkeep their spells during your first turn of the game.



CRYX THEME FORCE

BLACK INDUSTRIES

Cryx's necrofactoriums churn out a seemingly endless supply of bonejacks and helljacks to wreak havoc on the Dragonfather's enemies. These black-iron creations fall upon their prey like a pack of hungry beasts indulging in wanton slaughter. Attending the warjacks are a small army of necrotechs, ironmongers, and other specialists who keep the machines operating at peak ferocity.

ARMY COMPOSITION

An army made using this theme force can include only the following Cryx models:

- Cryx warcasters
- Non-character warjacks
- Deathjack
- Malice
- Iron Lich models/units
- Warwitch models/units
- Black Ogrun Ironmonger units
- Cephalyx units
- Machine Wraith solos
- Necrotech solos
- Scrap Thrall solos
- Soul Trapper solos
- Solos with the Battlegroup Controller special rule

SPECIAL RULES

- This army can also include one Mercenary solo and one Mercenary unit that will work for Cryx. These models can be included even if they have the Partisan [Cryx] special rule. Mercenary units in this army can include attachments.
- For every full 30 points of warjacks in this army, you can add one Cryx warjack with a point cost of 7 or less to the army free of cost. Free models do not count toward the total point value of warjacks in the army when calculating this bonus.
- Cryx heavy warjacks in this army gain Carapace. (A model with Carapace gains +4 ARM against free strike damage rolls and ranged attack damage rolls.)
- Your deployment zone is extended 2" forward.



CRYX THEME FORCE

DARK HOST

Torn from the horrors of the void and given new forms in the bodies of the dead, banes are dark and sinister warriors in the service of Cryx. Far from mindless, they possess a military cunning mixed with an utter malevolence to life. Supported by potent necromancers, armies of banes beset the enemy like a tide of darkness and death.

ARMY COMPOSITION

An army made using this theme force can include only the following Cryx models:

- Cryx warcasters
- Non-character warjacks
- Bane models/units
- Darragh Wrath
- Machine Wraith solos
- Necrotech solos
- Scrap Thrall solos
- Skarlock Thrall solos
- Soul Trapper solos
- Wraith Engine battle engines

SPECIAL RULES

- This army can also include one Mercenary solo and one Mercenary unit that will work for Cryx. These models can be included even if they have the Partisan [Cryx] special rule. Mercenary units in this army can include attachments.
- For every full 20 points of Cryx units and battle engines in this army, you can add one Cryx command attachment or one medium- or small-based Cryx solo to the army free of cost. Free models do not count toward the total point value of units in the army when calculating this bonus.
- Bane models/units gain Prowl. (While a model with Prowl has concealment, it gains Stealth (♣).)
- Before models are deployed at the start of the game, you can place two 4" AOE dense fog terrain features anywhere completely within 20" of the rear table edge of your deployment zone.



CRYX THEME FORCE

THE GHOST FLEET

The cursed pirates of the Ghost Fleet are locked in undeath. Nothing can destroy the revenants bound to Captain Rengrave so long as the blighted fires of the black ship *Atramentous* still burn, and the ghostly crews of countless wraith ships cannot be touched by the mundane weapons of men. The undead armada terrorizes coastal towns and port cities and preys upon the vessels of every nation that dares sail the waters of the Meredius. The Ghost Fleet is responsible not only for harassing targets, but also for distracting the mainlanders so that the Nightmare Empire might conduct its more sensitive operations in relative secrecy.

ARMY COMPOSITION

An army made using this theme force can include only the following Cryx models:

- Cryx warcasters
- Non-character warjacks
- Revenant models/units
- Wraith models/units
- Black Ogrun Ironmonger units
- Misery Cage solos

SPECIAL RULES

- This army can also include one Mercenary solo and one Mercenary unit that will work for Cryx. These models can be included even if they have the Partisan [Cryx] special rule. Mercenary units in this army can include attachments.
- For every full 20 points of Revenant models/units in this army, you can add one Revenant weapon crew unit or small-based Cryx solo to the army free of cost. Free models do not count toward the total point value of Revenant models/units in the army when calculating this bonus.
- When making a Deathbound roll to return the Revenant Crew of the *Atramentous* to play, add +1 to the roll.
- You gain +1 to your starting roll for the game.



CRYX THEME FORCE

INFERNAL MACHINES

The true might of the Nightmare Empire lies in its endless tide of undead thralls and the power of its helljacks. Cryxian forces overwhelm their opponents and bury the living in a swarm of reanimated soldiers. It is in the midst of these shambling masses that Cryx delivers its formidable helljacks, shielded by a wall of flesh and repurposed steel. Such tactics are most effective at eliminating durable targets concealed deep within the enemy's ranks while burying lesser armies under the weight of numbers.

ARMY COMPOSITION

An army made using this theme force can include only the following Cryx models:

- Cryx warcasters
- Non-character warjacks
- Deathjack
- Malice
- Iron Lich models/units
- Thrall models/units
- Warwitch models/units
- Necrotech solos
- Wraith solos
- Solos with the Battlegroup Controller ability
- Darragh Wrathe
- Wraith Engine battle engines

SPECIAL RULES

- This army can also include one Mercenary solo and one Mercenary unit that will work for Cryx. These models can be included even if they have the Partisan [Cryx] special rule. Mercenary units in this army can include attachments.
- For every full 20 points of Thrall models/units in this army, you can add one Cryx command attachment, Cryx non-character solo, or Necrosurgeon & Stitch Thralls unit to the army free of cost. Free models do not count toward the total point value of Thrall models/units in the army when calculating this bonus.
- Cryx warjacks in the army gain Hyper-Aggressive. (When a model with Hyper-Aggressive suffers damage from an enemy attack at any time except while it is advancing, after the attack is resolved it can immediately make a full advance directly toward the attacking model.)
- One Mechanithrall unit in this army gains Ambush. (You can choose not to deploy a unit with Ambush at the start of the game. If it is not deployed normally, you can put it into play at the end of any of your Control Phases after your first turn. When you do, choose any table edge except the back of your opponent's deployment zone. Place all models in the unit with Ambush in formation completely within 3" of the chosen table edge.)



CRYX THEME FORCE

SCOURGE OF THE BROKEN COAST

Borne on a black tide to bring death and suffering to the mainland, the pirates of Cryx instill terror in the hearts of those who live on the Broken Coast. Comprised of swift Satyxis and merciless Black Ogrun, raiding parties join Cryx's warcasters and their battlegroups in executing their bloody assaults.

ARMY COMPOSITION

An army made using this theme force can include only the following Cryx models:

- Cryx warcasters
- Non-character warjacks
- Barathrum
- Satyxis models/units
- Black Ogrun Ironmonger units
- Misery Cage solos

SPECIAL RULES

- This army can also include one Mercenary solo and one Mercenary unit that will work for Cryx. These models can be included even if they have the Partisan [Cryx] special rule. Mercenary units in this army can include attachments.
- For every full 20 points of Satyxis models/units in this army, you can add one Satyxis command attachment or Satyxis solo to the army free of cost. Free models do not count toward the total point value of Satyxis models/units in the army when calculating this bonus.
- Solos in this army gain Dodge. (A model with Dodge can advance up to 2" immediately after an enemy attack that missed it is resolved unless it was missed while advancing. It cannot be targeted by free strikes during this movement.)
- One Satyxis Blood Witch unit in this army gains Ambush. (You can choose not to deploy a unit with Ambush at the start of the game. If it is not deployed normally, you can put it into play at the end of any of your Control Phases after your first turn. When you do, choose any table edge except the back of your opponent's deployment zone. Place all models in the unit with Ambush in formation completely within 3" of the chosen table edge.)



CRYX THEME FORCE

SLAUGHTER FLEET RAIDERS

When the Slaughter Fleet descends on its victims, it disgorges roaring hordes of blighted trollkin and black ogrun hungry for battle and blood. These inhumanly tough warriors form a vanguard for whole crews of Scharde sailors. Together they fall upon unsuspecting ports and coastal communities, putting entire populations to death. The lucky are left to rot on the beach, while the less fortunate fill the bellies of hungry bloodgorgers.

ARMY COMPOSITION

An army made using this theme force can include only the following Cryx models:

- Cryx warcasters
- Non-character warjacks
- Kharybdis
- Black Ogrun models/units
- Blighted Trollkin models/units
- Scharde models/units
- Aiakos, Scourge of Meredius
- Axiara Wraithblade
- Misery Cage solos
- Satyxis Blood Priestess solos

SPECIAL RULES

- This army can also include one Mercenary solo and one Mercenary unit that will work for Cryx. These models can be included even if they have the Partisan [Cryx] special rule. Mercenary units in this army can include attachments.
- If the Devil's Shadow Mutineers are included in this army, they are considered to be a Cryx unit instead of a Mercenary unit.
- For every full 20 points of Cryx units in this army, you can add one Cryx command attachment or Cryx solo to the army free of cost. Free models do not count toward the total point value of units in the army when calculating this bonus.
- Cryx warjacks in this army gain Gang Fighter. (When making a melee attack targeting an enemy model in the melee range of another friendly Faction warrior model, a model with Gang Fighter gains +2 to melee attack and melee damage rolls.)
- Your deployment zone is extended 2" forward.



RETRIBUTION OF SCYRAH THEME FORCE

DEFENDERS OF IOS

When Ios itself is threatened, the Homeguard Coalition leverages the assets of all the *hallytyr* to form an army made up of the diverse forces of houseguard warriors and the combined might of countless Iosan houses. Bringing together combatants of many varied talents and unique specializations, these mixed forces have joined the Retribution and can rival the martial power of even the national armies of the Iron Kingdoms. They fight not only for the creed of the Retribution but for the sanctity of Ios and the lives of its people.

ARMY COMPOSITION

An army made using this theme force can include only the following Retribution models:

- Retribution warcasters
- Non-character warjacks
- Houseguard models/units
- House Ellowuyr Swordsman units
- House Vyre Electromancer units
- Nyss models/units
- Stormfall Archer units
- Arcanist solos
- Fane Knight solos
- Ghost solos
- Lys Healer solos
- Sylys Wyshnalyrr, the Seeker
- Retribution battle engines

SPECIAL RULES

- This army can also include one Mercenary solo and one Mercenary unit that will work for the Retribution. These models can be included even if they have the Partisan [Retribution] special rule. Mercenary units in this army can include attachments.
- For every full 20 points of Retribution units and battle engines in this army, you can add one Retribution weapon crew unit, Retribution command attachment, or Retribution solo to the army free of cost. Free models do not count toward the total point value of units in the army when calculating this bonus.
- Retribution solos and Stormfall Archer units in this army gain Reposition [3"]. (At the end of an activation in which it did not run or fail a charge, a model with Reposition [3"] can advance up to 3", then its activation ends.)
- Houseguard Halberdier units in this army 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.)



RETRIBUTION OF SCYRAH THEME FORCE

FORGES OF WAR

With a vast array of myrmidons and skilled arcanists at its disposal, House Shyeel is considered by some to be virtually a sixth Great Military House. When the time comes for House Shyeel to stoke the forges of war, it brings the full weight of its military forces to bear as an unstoppable tide of towering myrmidons supported by the immense arcane power of its formidable battle mages.

ARMY COMPOSITION

An army made using this theme force can include only the following Retribution models:

- Retribution non-Vyre warcasters
- Shyeel non-character warjacks
- Shyeel solos, units, and battle engines
- Arcanist Mechanik solos
- Syls Wyshnalyrr, the Seeker

SPECIAL RULES

- This army can also include one Mercenary solo and one Mercenary unit that will work for the Retribution. These models can be included even if they have the Partisan [Retribution] special rule. Mercenary units in this army can include attachments.
- For every full 25 points of Retribution warjacks in this army, you can add one Retribution solo to the army free of cost.
- Retribution warjacks in this army gain Shield Guard. (When a friendly model is directly hit by a non-spray ranged attack during your opponent's turn while within 3" of a model with Shield Guard, you can choose to have the model with Shield Guard directly hit instead. It is automatically hit and suffers all damage and effects. A model can use Shield Guard only once per round and cannot use Shield Guard if it is incorporeal, knocked down, or stationary.)
- Friendly models/units can begin the game affected by the upkeep spells of models in this army. These spells and their targets must be declared before either player deploys any models. Models in this army do not have to pay to upkeep their spells during your first turn of the game.



RETRIBUTION OF SCYRAH THEME FORCE

LEGIONS OF DAWN

The proud Dawnguard soldiers of House Nyarr represent one of the greatest assets in the Retribution of Scyrah's arsenal. These oath-sworn warriors boast martial traditions stretching back millennia and make up the elite soldiery of the Retribution. Bearing the most advanced weapons and armor of their Great Military House, they are implacable warriors devoted to House Nyarr and through it the Retribution's cause.

ARMY COMPOSITION

An army made using this theme force can include only the following Retribution models:

- Retribution warcasters
- Non-character warjacks
- Dawnguard models/units
- Nyarr models/units
- Arcanist Mechanik solos

SPECIAL RULES

- This army can also include one Mercenary solo and one Mercenary unit that will work for the Retribution. These models can be included even if they have the Partisan [Retribution] special rule. Mercenary units in this army can include attachments.
- For every full 20 points of Dawnguard models/units in this army, you can add one Dawnguard command attachment or small-based Retribution solo to the army free of cost. Free models do not count toward the total point value of Dawnguard models/units in the army when calculating this bonus.
- While controlled by a 'jack marshal, Retribution warjacks in this army gain Flank [Dawnguard]. (When a model with Flank [Dawnguard] makes a melee attack against an enemy model in the melee range of a Dawnguard model, the model with Flank gains +2 to attack rolls and gains an additional damage die.)
- Your deployment zone is extended 2" forward.



RETRIBUTION OF SCYRAH THEME FORCE

SHADOWS OF THE RETRIBUTION

The Retribution of Scyrah is most adept at striking from the shadows. Its mage hunters traditionally undertake clandestine missions executed by solo operatives and small teams of elite and dedicated warriors. On rare occasions, however, a show of force is required, and to that end the Retribution assembles stealthy armies comprised of seasoned mage hunters and powerful myrmidons. Experienced in swift and brutal combat, they skillfully orchestrate surprise attacks and take the enemy unaware.

ARMY COMPOSITION

An army made using this theme force can include only the following Retribution models:

- Retribution warcasters
- Mage Hunter models / units
- Non-character warjacks
- Arcanist Mechanik solos

SPECIAL RULES

- This army can also include one Mercenary solo and one Mercenary unit that will work for the Retribution. These models can be included even if they have the Partisan [Retribution] special rule. Mercenary units in this army can include attachments.
- For every 20 points of Retribution units in this army, you can add one Retribution solo to the army free of cost.
- Models disabled by a melee attack made by a Retribution warrior model in this army cannot make a Tough roll. When a model is boxed by a melee attack made by a Retribution warrior model in this army, you can choose to have the boxed model removed from play.
- You gain +1 to your starting roll for the game.



MERCENARIES THEME FORCE

HAMMER STRIKE

Fighting in the wars of the Iron Kingdoms has allowed the mercenaries of Rhul to stay apprised of the ongoing struggles abroad. These sell-swords fatten the coffers of mercenary clans and receive valuable combat experience against a variety of opponents. Numerous such clans offer the might of Rhulic 'jacks and veteran warriors to those who can afford their asking price. Together they crush enemy armies to dust beneath the tread of their machines and an unceasing rain of hammer blows.

ARMY COMPOSITION

An army made using this theme force can include only the following Mercenary models:

- Rhulic warcasters
- Rhulic models/units
- Rhulic non-character warjacks

SPECIAL RULES

- For every full 20 points of units and battle engines in this army, you can add one weapon crew unit, command attachment, or Ogrun Bokur solo to the army free of cost. Free models do not count toward the total point value of units in the army when calculating this bonus.
- Heavy warjacks and weapon crew units in this army gain Reposition [3"]. (At the end of an activation in which it did not run or fail a charge, a model with Reposition [3"] can advance up to 3", then its activation ends.)
- Warrior models in this army gain Tough (⊗).
- Your deployment zone is extended 2" forward.



MERCENARIES THEME FORCE

THE IRREGULARS

Some mercenary contracts offer jobs so desperate, so vile, or so insane that no right-minded group of sellswords would ever consider taking them. For the employers who offer these contracts, it is fortunate that the Iron Kingdoms has no shortage of mercenary companies full of the desperate, the vile, and the insane. When such undesirable jobs appear, they attract an unlikely assortment of mercs willing to do anything, no matter the odds of survival, for another fistful of coin.

ARMY COMPOSITION

An army made using this theme force can include only the following Mercenary models:

- Mercenary warcasters
- Non-character Mercenary warjacks
- Mercenary units
- Mercenary character solos
- Brun Cragback & Lug
- Dahlia Hallyr & Skarath
- Gobber Tinker solos
- Rorsh & Brine
- Wrong Eye & Snapjaw
- Mercenary battle engines

SPECIAL RULES

- For every full 25 points of units and warjacks in this army, you can add one command attachment or one small- or medium-based solo without the Lesser Warlock special rule to the army free of cost. Free models do not count toward the total point value of units in the army when calculating this bonus.
- If Ace is included in this army, it is considered to be a Mercenary model instead of a Cygnar model.
- While controlled by a 'jack marshal, warjacks in this army gain Flank [friendly warrior]. (When a model with Flank [friendly warrior] makes a melee attack against an enemy model in the melee range of a friendly warrior model, the model with Flank gains +2 to attack rolls and gains an additional damage die.)
- For each unit in this army, one heavy warjack in this army can 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.)



MERCENARIES THEME FORCE

THE KINGMAKER'S ARMY

In 609 AR, Asheth Magnus set about organizing the greatest mercenary army ever gathered in one place. Having taken Vinter Raelthorne IV's bastard son Julius under his wing, the Warlord embarked on an ambitious plan to secure Cygnar's throne. This army was bankrolled with gold bullion stolen from the Cygnaran Army as well as other spoils, coin Magnus spent wisely. He purchased the first Galleon colossals produced by Black Anchor Heavy Industries, hired a portion of Captain Bartolo Montador's pirate fleet, recruited every available Steelhead company he could find, and enlisted the services of other skilled warcasters and formidable specialists, several wanted for high crimes in Cygnar. This army proved that Magnus' reputation as a mercenary warlord was well deserved and played a pivotal role in the outcome of the Second Cygnaran Civil War.

ARMY COMPOSITION

An army made using this theme force can include only the following Mercenary models:

- Captain Bartolo Montador
- Captain Damiano
- Drake MacBain
- Magnus warcasters
- Non-character Mercenary warjacks
- Steelhead models/units
- Croe's Cutthroats
- Greygore Boomhowler & Co.
- Kell Bailloch
- Madelyn Corbeau, Ordic Courtesan
- Orin Midwinter, Rogue Inquisitor
- Dirty Meg
- Raluk Moorclaw, the Ironmonger

SPECIAL RULES

- This army can also include Cygnar Long Gunner, Ranger, and Trencher Infantry units. These units are considered to be Mercenary units instead of Cygnar units and can include attachments.
- For every full 20 points of units in this army, you can add one solo to the army free of cost.
- Warrior models/units in the army gain Feign Death. (A model with Feign Death cannot be targeted by ranged or magic attacks while knocked down.)
- Greygore Boomhowler & Co. gain Ambush. (You can choose not to deploy a unit with Ambush at the start of the game. If it is not deployed normally, you can put it into play at the end of any of your Control Phases after your first turn. When you do, choose any table edge except the back of your opponent's deployment zone. Place all models in the unit with Ambush in formation completely within 3" of the chosen table edge.)



MERCENARIES THEME FORCE

LLAELESE RESISTANCE


The beleaguered soldiers of the Llaeese Resistance are mercenaries only by necessity, taking contracts to help pay the enormous costs of their rebellion. Since the fall of Merywyn, many Llaeese noblemen have helped to fund the Resistance from exile. They leave field operations to individuals like the warcaster Ashlynn d'Elyse, who fights an endless war against the Khadorans who invaded her homeland and killed her father. To some, the likelihood of restoring Llael seems remote, and they have turned their attention to pure vengeance, willing to give their lives to force a reckoning.

ARMY COMPOSITION

An army made using this theme force can include only the following Mercenary models:

- Llaeese warcasters
- Caine's Hellslingers
- Drake MacBain
- Non-character warjacks
- Llaeese models/units
- Captain Sam MacHorne & the Devil Dogs
- Dannon Blythe & Bull
- Colbie Sterling, Captain of the BRI
- Eilish Garrity, the Occultist
- Gobber Tinker solos
- Harlan Versh, Illuminated One
- Madelyn Corbeau, Ordic Courtesan
- Reinholdt, Gobber Speculator
- Rhupert Carvolo, Piper of Ord
- Rutger Shaw, Professional Adventurer
- Sylys Wyshnalyrr, the Seeker

SPECIAL RULES

- This army can also include up to two non-character Crucible Guard units, up to two non-character Cygnar units, or up to two non-character Protectorate units. These units are considered to be Llaeese Mercenary units instead of Crucible Guard, Cygnar, or Protectorate units and can include attachments.
- If Ace is included in this army, it is considered to be a Mercenary model instead of a Cygnar model.
- For every full 20 points of units and solos in this army, you can add one command attachment or solo to the army free of cost. Free models do not count toward the total point value of units and solos in the army when calculating this bonus.
- Llaeese models in this army gain Pathfinder .
- Before models are deployed at the start of the game, you can place one 5" AOE rubble terrain feature anywhere completely within 18" of the rear table edge of your deployment zone. When you deploy your models, you can deploy one solo completely within this AOE.



MERCENARIES THEME FORCE

OPERATING THEATER

The inscrutable cephalyx tirelessly perform diabolical experiments on their captives deep below the earth. Masters of powerful psychic energies and advanced surgery, these alien beings shape both the minds and bodies of lesser creatures to create heavily modified laborers and warrior slaves to suit the sinister agenda of their vast underground hives.

ARMY COMPOSITION

An army made using this theme force can include only the following Mercenary models:

- Cephalyx warcasters
- Non-character monstrosities
- Cephalyx models/units
- Non-Cephalyx units with Cephalyx Dominator command attachments

SPECIAL RULES

- This army can also include Bloat Thrall, Machine Wraith, and Pistol Wraith solos. These solos are considered to be Mercenary solos instead of Cryx solos.
- Operating Theater is a Cephalyx theme force.
- For every full 30 points of units and solos in this army, you can add one Cephalyx Overlord unit to the army free of cost. Free models do not count toward the total point value of units in the army when calculating this bonus.
- Monstrosities in this army gain Hyper-Aggressive. (When a model with Hyper-Aggressive suffers damage from an enemy attack at any time except while it is advancing, after the attack is resolved it can immediately make a full advance directly toward the attacking model.)
- One Cephalyx Mind Slaver & Drudge unit in this army gains Ambush. (You can choose not to deploy a unit with Ambush at the start of the game. If it is not deployed normally, you can put it into play at the end of any of your Control Phases after your first turn. When you do, choose any table edge except the back of your opponent's deployment zone. Place all models in the unit with Ambush in formation completely within 3" of the chosen table edge.)



MERCENARIES THEME FORCE

TALION CHARTER

The Talion Charter originally set out the terms and conditions for those serving on the *Talion*, a ship crewed largely by men and women brought together by mutiny and turned to piracy for survival. It has been expanded to serve as a rallying point for a motley assortment of powerful and well-armed pirates and privateers. These include several notable warcasters-for-hire such as Phinneus Shae, the *Talion's* captain; Captain Bartolo "Broadside Bart" Montador of the *Calamitas*; and the Thamarite sorceress Fiona the Black. The sell-swords of the Talion Charter have proven they can stand on equal footing with any mercenary company in western Immoren and offer their services at quite reasonable rates, both on land and at sea.

ARMY COMPOSITION

An army made using this theme force can include only the following Mercenary models:

- Privateer warcasters
- Privateer models/units
- Non-character warjacks

SPECIAL RULES

- For every full 25 points of Privateer models/units in this army, you can add one solo or weapon crew unit to the army free of cost. Free models do not count toward the total point value of Privateer models/units in the army when calculating this bonus.
- Solos in this army gain Dodge. (A model with Dodge can advance up to 2" immediately after an enemy attack that missed it is resolved unless it was missed while advancing. It cannot be targeted by free strikes during this movement.)
- One Press Gang unit in this army gains Ambush. (You can choose not to deploy a unit with Ambush at the start of the game. If it is not deployed normally, you can put it into play at the end of any of your Control Phases after your first turn. When you do, choose any table edge except the back of your opponent's deployment zone. Place all models in the unit with Ambush in formation completely within 3" of the chosen table edge.)




CONVERGENCE OF CYRISS THEME FORCE

CLOCKWORK LEGIONS

There are few things more disconcerting than facing a legion of Convergence soldiers who have achieved transcendence—metal-bodied warriors who go to battle in silence and act in unison with mathematical perfection. While such a pitiless metallic army is terrifying to face in its own right, any living devotees to the Maiden of Gears can be even more frightening. Their desire to prove their worthiness to ascend into a clockwork shell drives them to acts of fanatical devotion and unhinged violence.

ARMY COMPOSITION

An army made using this theme force can include only the following Convergence models:

- Convergence warcasters
- Non-character warjacks
- Priest models/units
- Units/solos with Construct  and the Soul Vessel special rule

SPECIAL RULES

- This army can also include one Mercenary solo and one Mercenary unit that will work for the Convergence. These models can be included even if they have the Partisan [Convergence] special rule. Mercenary units in this army can include attachments.
- Enigma Foundry solos in this army become FA 4.
- For every full 20 points of Convergence units in this army, you can add one Convergence command attachment or Convergence solo to the army free of cost. Free models do not count toward the total point value of units in the army when calculating this bonus.
- Medium-based Convergence units in this army gain Vengeance. (During your Maintenance Phase, if one or more models in a unit with Vengeance were damaged by enemy attacks during the last round, each model in the unit can advance 3" and make one basic melee attack.)
- Units in this army with the Shield Wall order 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.)



CONVERGENCE OF CYRISS THEME FORCE

DESTRUCTION INITIATIVE

The worshipers of the clockwork goddess have conceived of the most technologically advanced machines in existence. Armed with impressive firepower and fueled by energy sources well beyond the understanding of even the greatest minds in the Iron Kingdoms, the vectors of the Convergence of CyriSS turn hard targets into shrapnel and smash through infantry formations with whirring blades and spiked fists. Endless swarms of servitors dart among these complex constructs while the mortal priests of the machine cult risk their flesh in service to their goddess to keep these machines at peak performance.

ARMY COMPOSITION

An army made using this theme force can include only the following Convergence models:

- Convergence warcasters
- Non-character warjacks
- Priest models/units
- Convergence weapon crew units
- Servitor solos
- Convergence battle engines
- Convergence structures

SPECIAL RULES

- This army can also include one Mercenary solo and one Mercenary unit that will work for the Convergence. These models can be included even if they have the Partisan [Convergence] special rule. Mercenary units in this army can include attachments.
- For every full 20 points of Convergence warjacks, battle engines, and structures in this army, you can add three Servitor solos of a single type or one Convergence weapon crew unit to the army free of cost.
- Servitor solos in this army gain Shield Guard. (When a friendly model is directly hit by a non-spray ranged attack during your opponent's turn while within 3" of a model with Shield Guard, you can choose to have the model with Shield Guard directly hit instead. It is automatically hit and suffers all damage and effects. A model can use Shield Guard only once per round and cannot use Shield Guard if it is incorporeal, knocked down, or stationary.)
- Your deployment zone is extended 2" forward.



TROLLBLOODS THEME FORCE

BAND OF HEROES

Kriels maintain martial traditions that go back to the beginning of the trollkin as a people. Armed with axe and shield, kriel warriors have long waged bloody wars to keep ownership of their lands, and their tales of valor are carved into the faces of krielstones to inspire those generations that follow in their footsteps. These bands of warriors give rise to new champions, who earn their acclaim in battle against the enemies of the trollkin. They emerge from the wilderness in a tide of steel and stone to strike down all who stand before them.

ARMY COMPOSITION

An army made using this theme force can include only the following Trollblood models:

- Trollblood warlocks
- Non-character warbeasts
- Champion models/units
- Fell Caller models/units
- Fennblade models/units
- Kriel Warrior models/units
- Long Rider models/units
- Warder models/units
- Krielstone Bearer & Stone Scribe units
- Stone Scribe Chronicler solos
- Trollkin Runebearer solos
- Trollkin Skinner solos
- Troll Whelp solos

SPECIAL RULES

- This army can also include one Minion solo and one Minion unit that will work for Trollbloods. These models can be included even if they have the Partisan [Trollblood] special rule. Minion units in this army can include attachments.
- For every full 20 points of Trollblood units in this army, you can add one Trollblood command attachment or medium-based Trollblood solo free of cost. Free models do not count toward the total point value of units in the army when calculating this bonus.
- Models disabled by a melee attack made by a Trollblood warrior model in this army cannot make a Tough roll. When a model is boxed by a melee attack made by a Trollblood warrior model in this army, you can choose to have the boxed model removed from play.
- Your deployment zone is extended 2" forward.



TROLLBLOODS THEME FORCE KRIEL COMPANY

The trollkin of the United Kriels will stop at nothing to protect their new home. In order to defend against any who would seek to drive them out, militias of resolute trollkin take up arms as companies of warriors. These companies mix traditional martial practices of the trollkin with modern firepower and the might of trolls to crush any opposition.

ARMY COMPOSITION

An army made using this theme force can include only the following Trollblood models:

- Trollblood warlocks
- Non-character warbeasts with ranged weapons
- Units/solos with ranged weapons
- Krielstone Bearer & Stone Scribe units
- Weapon crew units
- Sons of Bragg
- Trollkin Runebearer solos
- Troll Whelp solos
- Battle engines

SPECIAL RULES

- This army can also include one Minion solo and one Minion unit that will work for Trollbloods. These models can be included even if they have the Partisan [Trollblood] special rule. Minion units in this army can include attachments.
- If Greystone Boomhowler & Co. or Dannon Blythe & Bull are included in this army, they are considered to be Trollblood units instead of Minion units.
- For every full 20 points of Trollblood units and Trollblood battle engines in this army, you can add one Trollblood weapon crew unit, Trollblood command attachment, or medium-based Trollblood solo to the army free of cost. Free models do not count toward the total point value of units in the army when calculating this bonus.
- Models in this army can ignore other friendly warrior models when determining LOS.
- You gain +1 to your starting roll for the game.



TROLLBLOODS THEME FORCE

THE POWER OF DHUNIA

The trollkin are never closer to their goddess Dhunia than when walking beside the shamans and runeshapers who work their magic through the will of the Great Mother. Drawing upon their deep connection to earth and stone, trollkin mystics shape the battlefield to their will and manipulate the arcane might flowing through their very veins to mobilize a great number of true trolls lured by the power of the goddess. This close connection passes to the mighty trolls who accompany the trollkin. The touch of Dhunia soothes the trolls' minds and keeps their hunger for flesh in check as it suffuses their bodies with her bountiful powers of regeneration.

ARMY COMPOSITION

An army made using this theme force can include only the following Trollblood models:

- Trollblood warlocks
- Non-character warbeasts
- Mulg
- Trollkin models/units with the Magic Ability special rule
- Stone Scribe models/units
- Solos with the Lesser Warlock special rule
- Troll Whelp solos

SPECIAL RULES

- This army can also include one Minion solo and one Minion unit that will work for Trollbloods. These models can be included even if they have the Partisan [Trollblood] special rule. Minion units in this army can include attachments.
- Trollkin Runeshaper units in this army become FA U.
- For every full 25 points of Trollblood warbeasts in this army, you can add one medium-based Trollblood solo or five Troll Whelp solos to the army free of cost.
- Dhunian Knot units in this army gain Serenity. (At the beginning of your Control Phase, before leeching, you can remove 1 fury point from a friendly Faction warbeast within 1" of a model with Serenity.)
- Friendly models/units can begin the game affected by the upkeep spells of models in this army. These spells and their targets must be declared before either player deploys their models. Models in this army do not have to pay to upkeep their spells during your first turn of the game.



TROLLBLOODS THEME FORCE

STORM OF THE NORTH

For generations the Northkin have stood as disparate clans, fighting one another as often as they battled the many rivals who surround them. For the first time in centuries, these hardy northern folk now fight for a common purpose. Resilient warriors wage war alongside the legendary warbeasts of the trollkin, while powerful warlocks wield arcane might to enhance the battle prowess of their warbands. All opposition is crushed beneath the Northkin onslaught or is frozen and shattered by the power of winter itself.

ARMY COMPOSITION

An army made using this theme force can include only the following Trollblood models:

- Trollblood warlocks
- Non-character warbeasts
- Rök
- Champion models/units
- Long Rider models/units
- Northkin models/units
- Krielstone Bearer & Stone Scribe units
- Kriel Warrior units
- Fell Caller Hero solos
- Trollkin Runebearer solos
- Troll Whelp solos

SPECIAL RULES

- This army can also include one Minion solo and one Minion unit that will work for Trollbloods. These models can be included even if they have the Partisan [Trollblood] special rule. Minion units in this army can include attachments.
 - For every full 20 points of Trollblood units and battle engines in this army, you can add one Trollblood command attachment or medium-based Trollblood solo to the army free of cost. Free models do not count toward the total point value of units in the army when calculating this bonus.
 - Non-warlock Trollblood warrior models in this army become Northkin models and gain Immunity: Cold
 - Warlocks in this army can upkeep spells on friendly Northkin models/units without spending fury.
 - Before models are deployed at the start of the game, you can place two 4" AOE snowdrift terrain features anywhere completely within 20" of the rear table edge of your deployment zone. Models without Immunity: Cold
- Models with Immunity: Cold
- gain concealment while completely within a snowdrift.




CIRCLE ORBOROS THEME FORCE

THE BONES OF ORBOROS

Since the order's inception, the blackclads of the Circle Orboros have passed down the secrets of shaping and animating wood and stone to do their bidding as wolds. The product of ancient rites and blood sacrifices, these massive stone constructs patrol the old places of the world and ensure the sacred sites of the order remain untouched by outsiders, falling upon intruders without hesitation to crush them under fist and foot. The druids also summon forth these stone constructs to batter into submission those threats too large or well-defended to succumb to the Circle's traditional hit-and-run tactics, using brute force to buckle the armor of machines and shatter the bones of great beasts.

ARMY COMPOSITION

An army made using this theme force can include only the following Circle models:

- Circle warlocks
- Non-character warbeasts with Construct 
- Megalith
- Stone units
- Stoneward & Woldstalker units
- Blackclad solos
- Gallows Grove solos
- Celestial Fulcrum battle engines
- Circle structures

SPECIAL RULES

- This army can also include one Minion solo and one Minion unit that will work for Circle. These models can be included even if they have the Partisan [Circle] special rule. Minion units in this army can include attachments.
- For every full 25 points of Circle warbeasts, Circle battle engines, and Circle structures in this army, you can add one Circle solo to the army free of cost.
- Before leeching during each of your Control Phases, you can remove 1 damage point from each Circle warbeast.
- Your deployment zone is extended 2" forward.



CIRCLE ORBOROS THEME FORCE

CALL OF THE WILD

Beast masters of the Circle Orboros are right to be proud of the powerful warbeasts they add to their order's arsenal. When large numbers of these beasts are brought together, they can deal a decisive blow against the Circle's many enemies. The warbeasts' natural ferocity fuels them in battle to eradicate any opposition.

ARMY COMPOSITION

An army made using this theme force can include only the following Circle models:

- Circle warlocks
- Non-character living warbeasts
- Brennos
- Shifting Stone units
- Blackclad solos
- Gallows Grove solos
- Lord of the Feast

SPECIAL RULES

- This army can also include one Minion solo and one Minion unit that will work for Circle. These models can be included even if they have the Partisan [Circle] special rule. Minion units in this army can include attachments.
- For every full 25 points of Circle warbeasts in this army, you can add one Circle solo or Shifting Stone unit to the army free of cost.
- When a living Circle warbeast in this army is forced to use its animus, reduce the COST of the animus by 1.
- You gain +1 to your starting roll for the game.



CIRCLE ORBOROS THEME FORCE

THE DEVOURER'S HOST

To sow terror and reap death, blackclads who embrace the primal aspects of Orboros turn to the Tharn. With murderous howls, Tharn warriors charge from the darkest forests to strike fear into their enemies' hearts before ripping them out and devouring them whole. These gruesome, gore-streaked combatants run side by side with all manner of beasts, intent on slaking their thirst on the blood of the Circle's foes. There is a history of violence, and their motivations for war do not stray beyond devotion to the Devourer Wurm and an attunement with the basest of instincts.

ARMY COMPOSITION

An army made using this theme force can include only the following Circle models:

- Circle warlocks
- Living non-character warbeasts
- Ghetorix
- Tharn models/units
- Death Wolves
- Shifting Stone units
- Gallows Grove solos
- Lord of the Feast

SPECIAL RULES

- This army can also include one Minion solo and one Minion unit that will work for Circle. These models can be included even if they have the Partisan [Circle] special rule. Minion units in this army can include attachments.
- For every full 20 points of Tharn models/units in this army, you can add one Tharn command attachment or one small- or medium-based Tharn solo to the army free of cost. Free models do not count toward the total point value of Tharn models/units in the army when calculating this bonus.
- Circle warbeasts in this army gain Snacking. (When a model with Snacking boxes a living model with a melee attack, it can choose to remove the boxed model from play. When it does, the model with Snacking can remove d3 damage points.)
- For every full 10 points of Tharn models/units in this army, you can give one corpse token to a model with Heart Eater after both players have deployed their models but before the start of the game.



CIRCLE ORBOROS THEME FORCE

SECRET MASTERS

The blackclads are few in number, but their work is constant and endless. Only a small handful of these druids can be devoted to any single task at a given time. But the masters of the wilderness are cunning. They have woven a web of many debts among the inhabitants of the wilderness, whom they can call upon to fight on their behalf.

ARMY COMPOSITION

An army made using this theme force can include only the following Circle models:

- Circle Blackclad warlocks
- Non-character warbeasts
- Blackclad models/units
- Shifting Stone units
- Gallows Grove solos

SPECIAL RULES

- This army can also include one Minion solo and one Minion unit that will work for Circle. These models can be included even if they have the Partisan [Circle] special rule. Minion units in this army can include attachments.
- For every full 20 points of Blackclad models/units in this army, you can add one Circle solo or Blackclad command attachment to the army free of cost. Free models do not count toward the total point value of Blackclad models/units in the army when calculating this bonus.
- Blackclad warrior models gain Sacrificial Pawn [Minion warrior model]. (When a model with Sacrificial Pawn [Minion warrior model] is directly hit by an enemy ranged attack, you can have one friendly, non-incorporeal Minion warrior model within 3" of it directly hit instead. That model is automatically hit and suffers all damage and effects.)
- Friendly models/units can begin the game affected by the upkeep spells of models in this army. These spells and their targets must be declared before either player deploys their models. Models in this army do not have to pay to upkeep their spells during your first turn of the game.



CIRCLE ORBOROS THEME FORCE

THE WILD HUNT

When war requires speed, cunning, and brutality, the Wild Hunt is gathered to spill the enemy's blood. If the need is dire, many villages of Wolf Sworn are drawn together in these great hunting parties. A Wild Hunt draws upon its warriors' hunting skills and their knowledge of the land to launch lethal ambushes against enemy columns marching through the wilderness. The warriors of a Wild Hunt rely on their mobility to defeat technologically superior foes; they bleed the enemy with quick strikes, chasing down all who break ranks to offer them as a sacrifice to the primal power of the Devourer Wurm.

ARMY COMPOSITION

An army made using this theme force can include only the following Circle models:

- Circle warlocks
- Non-character warbeasts
- Wolf Sworn models/units
- Shifting Stone units
- Gallows Grove solos
- War Wolf solos

SPECIAL RULES

- This army can also include one Minion solo and one Minion unit that will work for Circle. These models can be included even if they have the Partisan [Circle] special rule. Minion units in this army can include attachments.
- For every full 20 points of Wolf Sworn models/units in this army, you can add one small- or medium-based Circle solo or one Wolf Sworn command attachment to the army free of cost. Free models do not count toward the total point value of Wolf Sworn models/units in the army when calculating this bonus.
- Circle warbeasts in this army gain Tracker. (A model with Tracker ignores forests when determining LOS when declaring a charge.)
- One Wolves of Orboros unit in this army gains Ambush. (You can choose not to deploy a unit with Ambush at the start of the game. If it is not deployed normally, you can put it into play at the end of any of your Control Phases after your first turn. When you do, choose any table edge except the back of your opponent's deployment zone. Place all models in the unit with Ambush in formation completely within 3" of the chosen table edge.)



SKORNE THEME FORCE

DISCIPLES OF AGONY

Connected by a desire to wring power from pain, the students of the ancient skorne master Morkaash show the enemies of the empire the subtlety of their unique arts. Potent mortitheurges, indomitable Nihilator cultists, and talented paingivers work in concert to bring low all living flesh that opposes them. Captured enemies who prove useful are kept as subjugated warriors, while all others taken alive are introduced to new depths of suffering at the barbs and blades of their captors.

ARMY COMPOSITION

An army made using this theme force can include only the following Skorne models:

- Paingiver warlocks
- Master Ascetic Naresh
- Non-character warbeasts
- Mortitheurge models/units
- Nihilator models/units
- Paingiver models/units

SPECIAL RULES

- This army can also include one Minion solo and any number of Minion units that will work for Skorne. In addition, this army can include any number of non-character Minion warbeasts. These models can be included even if they have the Partisan [Skorne] special rule. Minion units in this army can include attachments.
- Skorne warlocks in this army can control non-character Minion warbeasts. Minion warbeasts in this army controlled by a Skorne warlock are considered to be Skorne warbeasts instead of Minion warbeasts.
- For every full 20 points of units in this army, you can add one Skorne command attachment or small-based Skorne solo to the army free of cost. Free models do not count toward the total point value of units in the army when calculating this bonus.
- Paingiver models in this army gain Sacrificial Pawn [Minion warrior model]. (When a model with Sacrificial Pawn [Minion warrior model] is directly hit by an enemy ranged attack, you can have one friendly, non-incorporeal Minion warrior model within 3" of it directly hit instead. That model is automatically hit and suffers all damage and effects.)
- One Paingiver Bloodrunner unit in this army gains Ambush. (You can choose not to deploy a unit with Ambush at the start of the game. If it is not deployed normally, you can put it into play at the end of any of your Control Phases after your first turn. When you do, choose any table edge except the back of your opponent's deployment zone. Place all models in the unit with Ambush in formation completely within 3" of the chosen table edge.)



SKORNE THEME FORCE

THE EXALTED

As silent as the death that will never embrace them, the exalted ancestors of the skorne strike fear into the enemies of the empire. Guided not by a Tyrant's whims but instead by their own unknowable understanding, the exalted go to war accompanied by ranks of their immortal companions. Their reasons for marching to battle are known only to them and to the few they choose to communicate with through the extollers who speak on their behalf.

ARMY COMPOSITION

An army made using this theme force can include only the following Skorne models:

- Skorne warlocks
- Non-character warbeasts
- Exalted models/units
- Extoller models/units
- Paingiver Beast Handler units
- Void Spirit solos

SPECIAL RULES

- This army can also include one Minion solo and one Minion unit that will work for Skorne. These models can be included even if they have the Partisan [Skorne] special rule. Minion units in this army can include attachments.
- For every full 20 points of Exalted models/units in this army, you can add one Skorne command attachment or Skorne solo to the army free of cost. Free models do not count toward the total point value of Exalted models/units in the army when calculating this bonus.
- Skorne warbeasts in this army gain Death Rage. (When a model with Death Rage is disabled by an enemy attack at any time except while it is advancing, it can immediately advance up to 3" and can make one basic melee attack, then the model is removed from play. When making this attack, ignore the effects of crippled aspects on affected warbeasts. The model cannot be targeted by free strikes during this movement.)
- Each model in this army with a Soul Taker special rule begins the game with one soul token.



SKORNE THEME FORCE

IMPERIAL WARHOST

At the heart of a skorne cohort is its warhost—a crushing wall of warbeasts whipped into frenzy by the barbed lashes of the paingivers. Acting as an unbreakable core around which the rest of an army moves, this formation is directed by the most skilled warlocks in the cohort, often supported by those with less experience directing warbeasts. With tusk, fang, and claw, the towering beasts of the host tear enemies to pieces or trample them underfoot in their maddened assaults. Each warhost strikes at the hardest points of a defender's lines and grinds them to pulp beneath an unrelenting advance.

ARMY COMPOSITION

An army made using this theme force can include only the following Skorne models:

- Skorne warlocks
- Non-character warbeasts
- Paingiver Beast Handler units
- Mortitheurge Willbreaker solos
- Solos with the Battlegroup Controller special rule
- Skorne battle engines

SPECIAL RULES

- This army can also include one Minion solo and one Minion unit that will work for Skorne. These models can be included even if they have the Partisan [Skorne] special rule. Minion units in this army can include attachments.
- For every 30 points of Skorne warbeasts and battle engines in this army, you can add one Agonizer or Basilisk Krea warbeast to the army free of cost. Free models do not count toward the total point value of warbeasts in the army when calculating this bonus.
- Skorne warbeasts in this army gain Hyper-Aggressive. (When a model with Hyper-Aggressive suffers damage from an enemy attack at any time except while it is advancing, after the attack is resolved it can immediately make a full advance directly toward the attacking model.)
- Your deployment zone is extended 2" forward.



SKORNE THEME FORCE

MASTERS OF WAR

Conflict is to be savored, for battle is the only true chance to prove one's devotion to the *hoksune* code. Though the martial orders of Cataphracts and Praetorians disagree on which best exemplifies the martial code of the skorne, they equally embrace the opportunity to demonstrate their adherence to it. Acting on the orders of their tyrants, these disciplined warriors grab the enemy army by its throat and do not relent until the foe is vanquished or they have been claimed by the Void.

ARMY COMPOSITION

An army made using this theme force can include only the following Skorne models:

- Skorne warlocks
- Non-character warbeasts without ranged weapons
- Tiberion
- Basilisk Krea warbeasts
- Cataphract model/units
- Praetorian models/units
- Paingiver Beast Handler units
- Tyrant Commander & Standard Bearer units
- Extoller solos
- Mortitheurge Willbreaker solos

SPECIAL RULES

- This army can also include one Minion solo and one Minion unit that will work for Skorne. These models can be included even if they have the Partisan [Skorne] special rule. Minion units in this army can include attachments.
- For every full 20 points of Cataphract and Praetorian models/units in this army, you can add one Skorne command attachment or one Tyrant Commander & Standard Bearer unit to the army free of cost. Free models do not count toward the total point value of Cataphract or Praetorian models/units in the army when calculating this bonus.
- Models disabled by a melee attack made by a Skorne warrior model in this army cannot make a Tough roll. When a model is boxed by a melee attack made by a Skorne warrior model in this army, you can choose to have the boxed model removed from play.
- You gain +1 to your starting roll for the game.



SKORNE THEME FORCE

WINDS OF DEATH

Although *hoksune* emphasizes melee combat above other forms of war, the armies of the skorne have been forced to adapt in order to counter the long-ranged capabilities of their western adversaries. New armies composed almost entirely of Venators are being drawn up for the first time to battle the enemy on equal footing, giving these low-caste warriors an esteem they have never before experienced. The ranged weapons of the Venators fill the air with clouds of razor-sharp needles and rain down death on the enemy with chymical ammunition and the artillery of heavy weapon crews.

ARMY COMPOSITION

An army made using this theme force can include only the following Skorne models:

- Skorne warlocks
- Non-character warbeasts
- Venator models/units
- Paingiver Beast Handler units
- Extoller solos
- Mortitheurge Willbreaker solos
- Skorne battle engines

SPECIAL RULES

- This army can also include one Minion solo and one Minion unit that will work for Skorne. These models can be included even if they have the Partisan [Skorne] special rule. Minion units in this army can include attachments.
- For every full 20 points of battle engines and Venator models/units in this army, you can add one Venator weapon crew unit or Venator solo to the army free of cost. Free models do not count toward the total point value of Venator models/units in the army when calculating this bonus.
- Skorne warbeasts in this army gain Swift Hunter. (When a model with Swift Hunter destroys one or more enemy models with a basic ranged attack, immediately after the attack is resolved it can advance up to 2".)
- Before models are deployed at the start of the game, you can place one wall template anywhere completely within 20" of the rear table edge of your deployment zone. The template cannot be placed within 3" of a hill, obstacle, or obstruction. The template is an obstacle that grants cover.



LEGION OF EVERBLIGHT THEME FORCE

CHILDREN OF THE DRAGON

Reshaped by the dragon's power, the blighted Nyss serve as formidable fighters within Everblight's legion. Utterly devoted to the dragon, whole shards sometimes join battle together to enact their master's will. Such highly skilled and self-sufficient forces strike fast and hard with a combination of blade, claw, and bow. Supported by agile dragonspawn and powerful nephilim, these Nyss shards can strike anywhere the dragon directs them, moving unnoticed through enemy territory to secure objectives while outmaneuvering larger armies.

ARMY COMPOSITION

An army made using this theme force can include only the following Legion models:

- Legion warlocks
- Lesser warbeasts
- Non-character Nephilim warbeasts
- Azrael
- Zuriel
- Blighted Nyss models/units
- Incubus solos
- Spell Martyr solos
- Succubus solos

SPECIAL RULES

- This army can also include one Minion solo and one Minion unit that will work for Legion. These models can be included even if they have the Partisan [Legion] special rule. Minion units in this army can include attachments.
- For every full 25 points of Legion warbeasts in this army, you can add one Legion command attachment or one small-based Legion solo to the army free of cost.
- Nephilim warbeasts in this army gain Unyielding. (A model with Unyielding gains +2 ARM against melee damage rolls.)
- You gain +1 to your starting roll for the game.



LEGION OF EVERBLIGHT THEME FORCE

ORACLES OF ANNIHILATION

There is great power buried alongside the relics of the past, and the arcanists who serve the dragon are well-versed in the history of the ancient world, receiving necessary knowledge directly from Everblight himself. These arcanists scour the ruins of lost civilizations, seeking to recover useful artifacts from their sacred places to aid Everblight's cause. When met with resistance, they combine fighting skill and specialized arcane knowledge to best their opponents, and the flesh and blood of fallen foes are quickly harvested and brought to the spawning vessels, there to lend further strength to Everblight's legion.

ARMY COMPOSITION

An army made using this theme force can include only the following Legion models:

- Legion warlocks
- Non-character warbeasts
- Models/units with Magic Ability
- Spawning Vessel units
- Beast Mistress solos
- Blighted Nyss Shepherd solos
- Spell Martyr solos

SPECIAL RULES

- This army can also include one Minion solo and one Minion unit that will work for Legion. These models can be included even if they have the Partisan [Legion] special rule. Minion units in this army can include attachments.
- For every full 30 points of Legion warbeasts and Legion battle engines in this army, you can add one Legion command attachment or Legion solo to the army free of cost.
- At the beginning of each of your Control Phases, choose one non-warlock Legion unit to gain Apparition that turn. (During your Control Phase, place models with Apparition anywhere completely within 2" of their current locations. Only models in formation can be placed.)
- Friendly models/units can begin the game affected by the upkeep spells of models in this army. These spells and their targets must be declared before either player deploys any models. Models in this army do not have to pay to upkeep their spells during your first turn of the game.



LEGION OF EVERBLIGHT THEME FORCE

PRIMAL TERRORS

When the blighted ogrun tribes go to war, they do so with the blessings of Everblight by their side. Fighting with little regard for personal safety, howling warbands descend upon their foes crazed by the prospect of spilling blood for their war chiefs and their *korune*, Thagros. Even mortal wounds suffered in battle do not deter them. Instead, such injuries goad them to drive even deeper into the enemy's heart to shed even more blood before they expire.

ARMY COMPOSITION

An army made using this theme force can include only the following Legion models:

- Legion warlocks
- Non-character warbeasts
- Golab
- Blighted Ogrun models/units
- Blighted Rotwing units
- Hellmouth units
- Forsaken solos
- Spell Martyr solos

SPECIAL RULES

- This army can also include one Minion solo and one Minion unit that will work for Legion. These models can be included even if they have the Partisan [Legion] special rule. Minion units in this army can include attachments.
- For every full 20 points of Blighted Ogrun and Rotwing models/units in this army, you can add one Hellmouth unit, one Blighted Ogrun command attachment, or one medium-based Blighted Ogrun solo to the army free of cost. Free models do not count toward the total point value of Blighted Ogrun and Rotwing models/units in the army when calculating this bonus.
- Blighted Ogrun Warmonger and Blighted Ogrun Warspear units in this army gain Vengeance. (During your Maintenance Phase, if one or more models in a unit with Vengeance were damaged by enemy attacks during the last round, each model in the unit can advance 3" and make one basic melee attack.)
- Your deployment zone is extended 2" forward.



LEGION OF EVERBLIGHT THEME FORCE

RAVENS OF WAR

When speed is of the essence and the servants of the dragon must strike with stealth, they rely upon the Ravens of War. A force of swift-moving striders and grotesques, these inhuman warriors can traverse any obstacle to deliver sudden death no matter where the enemy may hide. Able to respond quickly to unexpected dangers or to pursue a fleeing enemy, these highly mobile forces can be relied upon to move with such speed that the battle is decided before their prey realizes they are under attack.

ARMY COMPOSITION

An army made using this theme force can include only the following Legion models:

- Legion warlocks
- Non-character warbeasts with Flight
- Non-character light warbeasts
- Grotesque models/units
- Strider models/units
- Raptor models/units
- Hellmouth units
- Blighted Nyss Sorceress & Hellion solos
- Forsaken solos
- Spell Martyr solos

SPECIAL RULES

- This army can also include one Minion solo and one Minion unit that will work for Legion. These models can be included even if they have the Partisan [Legion] special rule. Minion units in this army can include attachments.
- For every full 20 points of Legion units in this army, you can add one Legion command attachment or small-based Legion solo to the army free of cost. Free models do not count toward the total point value of units in the army when calculating this bonus.
- Enemy models lose the Ambush special rule.
- One Grotesque Raider unit in this army gains Ambush. (You can choose not to deploy a unit with Ambush at the start of the game. If it is not deployed normally, you can put it into play at the end of any of your Control Phases after your first turn. When you do, choose any table edge except the back of your opponent's deployment zone. Place all models in the unit with Ambush in formation completely within 3" of the chosen table edge.)





MINIONS THEME FORCE

THE BLINDWATER CONGREGATION

The gatormen of Blindwater Lake are the core of a vast reptilian cult dedicated to its self-made deity, Bloody Barnabas. Once their leader, this ancient warrior and mystic elevated himself to godhood on a tide of bloodshed. As the pragmatic bokor Calaban guides the congregation from the shadows, gatormen from across the region assemble alongside the bog trogs and other swamp creatures subjugated into fighting alongside them in Barnabas' name.

ARMY COMPOSITION

An army made using this theme force can include only the following Minion models:

- Minion warlocks with the Gatorman Warlock special rule
- Rask
- Non-character warbeasts with Amphibious 
- Warrior models/units with Amphibious 
- Gobber models/units
- Boil Master & Spirit Cauldron unit
- Lynus Wesselbaum & Edrea Lloryrr
- Bone Shrine solos
- Dahlia Hallyr & Skarath
- Feralgeist solos
- Raluk Moorclaw, the Ironmonger
- Totem Hunter solos
- Viktor Pendrake
- Wrong Eye & Snapjaw
- Sacral Vault battle engines

SPECIAL RULES

- Gatorman Posse units in this army become FA U.
- For every full 20 points of units and battle engines in this army, you can add one Bull Snapper warbeast, one Boil Master & Spirit Cauldron unit, or one solo without the Lesser Warlock special rule to the army free of cost.
- Gatorman Posse units in this army gain Snacking. (When a model with Snacking boxes a living model with a melee attack, it can choose to remove the boxed model from play. When it does, the model with Snacking can remove d3 damage points.)
- Gatorman Posse trooper models in this army have their damage boxes increased from 5 to 8.
- Your deployment zone is extended 2" forward.



MINIONS THEME FORCE

THE THORNFALL ALLIANCE

Once, the farrow tribes of Immoren were scattered, but a summit of gathered chiefs sealed an alliance in blood oaths at an old battleground called Thornfall. The foremost of those gathered, the ambitious warlord Lord Carver, cowed the rest into submitting to his violent visions of conquest. Where Lord Carver travels, lesser farrow chieftains are intimidated into obedience, and other great farrow warlords have taken up his banner. Backed by the mad genius of the human Dr. Arkadius and his surgically enhanced warbeasts, the Thornfall Alliance is poised to strike fear into the hearts of the civilized kingdoms.

ARMY COMPOSITION

An army made using this theme force can include only the following Minion models:

- Minion warlocks with the Farrow Warlock special rule
- Dr. Arkadius
- Midas
- Non-character Farrow warbeasts
- Efaarit models/units
- Farrow units/solos
- Lynus Wesselbaum & Edrea Lloryr
- Alten Ashley
- Brun Cragback & Lug
- Gudrun the Wanderer
- Hutchuk, Ogrun Bounty Hunter
- Lanyssa Ryssyl, Nyss Sorceress
- Raluk Moorclaw, the Ironmonger
- Saxon Orrik
- Swamp Gobber Chef solos
- Viktor Pendrake
- Rorsh & Brine
- Meat Thresher battle engines

SPECIAL RULES

- For every full 20 points of Farrow units and battle engines in this army, you can add one weapon crew unit, command attachment, or solo without the Lesser Warlock special rule to the army free of cost. Free models do not count toward the total point value of Farrow units in the army when calculating this bonus.
- Farrow warbeast models gain Retaliatory Strike. (If a model with Retaliatory Strike is hit by an enemy melee attack during your opponent's turn, after that attack is resolved it can immediately make one basic melee attack against the attacking model. A model with Retaliatory Strike can make only one Retaliatory Strike per turn.)
- One Farrow Commando unit in this army gains Ambush. (You can choose not to deploy a unit with Ambush at the start of the game. If it is not deployed normally, you can put it into play at the end of any of your Control Phases after your first turn. When you do, choose any table edge except the back of your opponent's deployment zone. Place all models in the unit with Ambush in formation completely within 3" of the chosen table edge.)



MINIONS THEME FORCE

WILL WORK FOR FOOD

One constant is true across the Iron Kingdoms: everybody needs to eat. In lean times, many of the wild peoples of western Immoren are willing to put aside their differences and work together for mutual survival. The primal need to eat and endure becomes a particular challenge when one's closest companions are enormous and voracious warbeasts. Larger armed groups of wilderness warriors might muster to offer their services in exchange for food, weapons, or other barter to see them through the lean months. For some, the most eagerly anticipated treasure is the great volume of meat that can be butchered from the fallen and consumed in the aftermath of battle.

ARMY COMPOSITION

An army made using this theme force can include only the following Minion models:

- Minion warlocks
- Non-character warbeasts
- Minion character units
- Boil Master & Spirit Cauldron units
- Farrow Bone Grinder units
- Farrow Valkyrie units
- Swamp Gobber Bellows Crew units
- Minion solos
- Brun Cragback & Lug
- Dahlia Hallyr & Skarath
- Rorsh & Brine
- Wrong Eye & Snapjaw
- Minion battle engines

SPECIAL RULES

- For every full 25 points of warbeasts and models with the Lesser Warlock special rule in this army, you can add one solo without the Lesser Warlock special rule to the army free of cost.
- Warbeasts in this army gain Overtake. (When a model with Overtake destroys one or more enemy models with a basic melee attack during its Combat Action, after the attack is resolved it can immediately advance up to 1".)
- Warbeasts in this army gain +2 SPD while running during your first turn. Additionally, warbeasts in this army can run without being forced during your first turn.



GRYMKIN THEME FORCE

BUMP IN THE NIGHT

The grymkin are not an organized military force. They do not come to battle in regimented formations; indeed, they attack with scarcely any perceivable order at all. When a mass of motley grymkin lumber to war in the service of their masters, they advance as a haphazard but terrifying horde. Descending upon a vice-ridden population, they indulge in their unique appetites as they demand their due of wicked humanity.

ARMY COMPOSITION

An army made using this theme force can include only the following Grymkin models:

- Grymkin warlocks
- Non-character warbeasts
- Grymkin units
- Cask Imp solos
- Glimmer Imp solos
- Lord Longfellow
- Trapperkin solos
- Witchwood solos
- Death Knell battle engines

SPECIAL RULES

- This army can also include one Minion solo and one Minion unit that will work for Grymkin. These models can be included even if they have the Partisan [Grymkin] special rule. Minion units in this army can include attachments.
- For every 20 points of Grymkin units and Grymkin battle engines in this army, you can add one command attachment, weapon attachment, or solo to the army free of cost. Free models do not count toward the total point value of units in the army when calculating this bonus.
- Grymkin warrior models in this army gain Rise. (If a model with Rise is knocked down at the beginning of your Maintenance Phase, it stands up.)
- Murder Crow units in this army gain Ambush. If you choose not to deploy a unit at the start of the game, you must still choose its prey as normal after deployment but before the first player's turn. (You can choose not to deploy a unit with Ambush at the start of the game. If it is not deployed normally, you can put it into play at the end of any of your Control Phases after your first turn. When you do, choose any table edge except the back of your opponent's deployment zone. Place all models in the unit with Ambush in formation completely within 3" of the chosen table edge.)



GRYMKIN THEME FORCE

DARK MENAGERIE

Each of the Defiers has some special preference for how to unmake Menoth's twisted civilization. When the opportunity to strike arises, a Defier gathers a dark menagerie of his or her worst nightmares in a terrifying show of force. Towering beasts of twisted flesh and bounding swarms of frightful creatures gather together to enact the Defier's will, leaving behind only a handful of demented survivors to spread word of the host of shadows that emerged from the night.

ARMY COMPOSITION

An army made using this theme force can include only the following Grymkin models:

- Grymkin warlocks
- Non-character warbeasts
- Dread Rot units
- Twilight Sisters
- Glimmer Imp solos
- Gremlin Swarm solos
- Lady Karianna Rose
- Death Knell battle engines

SPECIAL RULES

- This army can also include one Minion solo and one Minion unit that will work for Grymkin. These models can be included even if they have the Partisan [Grymkin] special rule. Minion units in this army can include attachments.
- Gremlin Swarm solos in this army become FA 4.
- For every full 15 points of warbeasts in this army, you can add one Crabbit lesser warbeast or Gremlin Swarm solo to the army free of cost. Free models do not count toward the total point value of warbeasts in the army when calculating this bonus.
- Gremlin Swarm solos in this army gain Serenity. (At the beginning of your Control Phase, before leeching, you can remove 1 fury point from a friendly Faction warbeast within 1" of a model with Serenity.)
- Each non-trooper model in this army that can gain corpse tokens begins the game with one corpse token.