



CYGNAR THEME FORCE

STORM DIVISION


Cygnaar'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
- Squire solos

SPECIAL RULES

- This army can include the Mercenary solo Savio Montero Acosta.
- For every full 20 points of Storm Knight and Stormsmith models/units in this army, you can add three Stormsmith Stormcaller solos or one Storm Knight command attachment, Stormsmith weapon crew unit, or other small-based solo to the army free of cost. Free models/units do not count toward the total point value of Storm Knight and Stormsmith models/units in the army when calculating this bonus.
- 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

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

- For every full 20 points of Flameguard models/units in this army, you can add one Flameguard command attachment or one small-based 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.
- Warjacks in this army gain Girded. (A model with Girded and friendly models B2B with it do not suffer blast damage.)
- Up to 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

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
- Winter Guard models/units
- Widowmaker models/units
- Battle Mechanik units
- Kovnik Andrei Malakov
- War Dog solos

SPECIAL RULES

- 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/units 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 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.)



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

SPECIAL RULES

- For every full 20 points of Revenant models/units in this army, you can add one Revenant weapon crew unit or small-based solo to the army free of cost. Free models/units 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.



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
- Sylys Wyshnalyrr, the Seeker

SPECIAL RULES

- For every full 25 points of warjacks in this army, you can add one solo to the army free of cost.
- 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 warcasters in this army. These spells and their targets must be declared before either player deploys any models. Warcasters in this army do not have to pay focus to upkeep their spells during your first turn of the game.



CONVERGENCE OF CYRISS THEME FORCE

DESTRUCTION INITIATIVE

The worshippers 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
- Servitor solos
- Convergence battle engines

SPECIAL RULES

- For every full 20 points of warjacks or battle engines in this army, you can add three Servitor solos of a single type 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.



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

- 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 number of Tharn models/units in the army when calculating this bonus.
- 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.



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

- For every full 20 points of Venator models/units in this army, you can add one Venator weapon crew unit or solo to the army free of cost. Free models/units do not count toward the total point value of Venator models/units in the army when calculating this bonus.
- 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

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
- Blighted Nyss Sorceress & Hellion solos
- Forsaken solos
- Spell Martyr solos

SPECIAL RULES

- For every full 20 points of units in this army, you can add one command attachment or small-based solo to the army free of cost. Free models/units do not count toward the total point value of units in the army when calculating this bonus.
- Enemy warrior models, warjacks, and warbeasts lose Advance Deployment .
- Up to 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.)