



THEME FORCES

JUNE 2017



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
- Archduke Alain Runewood, Lord of Fharin
- Solos with the Battlegroup Controller ability
- Squire solos
- Cygnar battle engines

SPECIAL RULES

- For every full 25 points of warjacks and battle engines in this army, you can add one command attachment or solo to the army free of cost.
- 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 with ranged weapons
- Arcane Tempest models/units
- Mechanik models/units
- Journeyman Warcaster solos

SPECIAL RULES

- For every full 20 points of Arcane Tempest models/units in this army, you can add one Arcane Tempest command attachment or small-based Arcane Tempest 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 units in this army gain Combined Ranged Attack .
- 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.



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 MENOTH 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

- For every full 25 points of warjacks and battle engines in this army, you can add three Wracks or one other solo to the army free of cost.
- 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

- For every full 20 points of Exemplar models/units in this army, you can add one small- or medium-based solo or 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 warjacks in this army gain Blessed (B).
- Your deployment zone is extended 2" forward.



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.)
- 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

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

- For every full 25 points of warjacks in this army, you can add one command attachment or non-character 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 warrior models, warjacks, and warbeasts lose Advance Deployment



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

- For every full 20 points of Iron Fang models/units in this army, you can add one Iron Fang command attachment or small-based 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 and 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
- 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.



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

- For every full 20 points of Thrall models/units in this army, you can add one command attachment, non-character solo, or Necrosurgeon & Stitch Thralls unit to the army free of cost. Free models/units do not count toward the total point value of Thrall models/units in the army when calculating this bonus.
- 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.)



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

- 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 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.



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 unstoppable tide of hammer blows.

ARMY COMPOSITION

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

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

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/units 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.)
- Your deployment zone is extended 2" forward.



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 Bailoch
- 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 friendly 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

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 include one non-character Mercenary warjack beginning the game controlled by Captain Sam MacHorne.
- For every full 30 points of units in this army, you can add one Cephalyx Overlord unit to the army free of cost. Free units 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 anytime 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.)



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 Cyrius 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.



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
- Troll Whelp solos

SPECIAL RULES

- For every full 20 points of Trollkin Champion, Trollkin Warder, or Long Rider models/units in this army, you can add one command attachment or one medium-based Trollkin solo free of cost. Free models do not count toward the total number of Trollkin Champion, Trollkin Warder, or Long Rider models/units in the army when calculating this bonus.
- Warrior models/units in this army gain Take Down. (Models disabled by a melee attack made by a model with Take Down cannot make a Tough roll. Models boxed by a melee attack made by a model with Take Down are removed from play.)
- Your deployment zone is extended 2" forward.



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 Circle models:

- Trollblood warlocks
- Non-character warbeasts
- 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

- Trollkin Runeshaper units in this army become FA U.
- For every full 25 points of warbeasts in this army, you can add one medium-based solo or five Troll Whelp solos free of cost.
- Warbeasts in this army gain +2 THR.
- 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.




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 the Construct  advantage
- Stone units
- Stoneward & Woldstalker units
- Blackclad solos
- Gallows Grove solos
- Celestial Fulcrum battle engines

SPECIAL RULES

- For every full 25 points of warbeasts or battle engines in this army, you can add one solo to the army free of cost.
- Before leeching during each of your Control Phases, you can remove 1 damage point from each of your warbeasts.
- 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.



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

- For every full 20 points of Wolf Sworn models/units in this army, you can add one small- or medium-based solo or Wolf Sworn command attachment to the army free of cost. Free models do not count toward the total number of Wolf Sworn models/units in the army when calculating this bonus.
- 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

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 battle engines and 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

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

- For every full 25 points of warbeasts in this army, you can add one command attachment, five Incubus solos, or one other small-based solo to the army free of cost.
- Nephilim warbeasts in this army gain Unyielding. (While engaging an enemy model, a model with Unyielding gains +2 ARM.)
- 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

- For every full 25 points of warbeasts and battle engines in this army, you can add one command attachment or solo to the army free of cost.
- At the beginning of each of your Control Phases, choose one non-warlock 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

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 .
- 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 rule
- Rask
- Non-character warbeasts with Amphibious 
- Warrior models/units with Amphibious 
- Gobber models/units
- Feralgeist solos
- Raluk Moorclaw, the Ironmonger
- Totem Hunter solos
- Viktor Pendrake
- Wrong Eye & Snapjaw
- Sacral Vault battle engines

SPECIAL RULES

- This army can include one non-character Mercenary warjack beginning the game controlled by Raluk Moorclaw, the Ironmonger.
- The field allowance of Gatorman Posse units in this army becomes U.
- For every full 20 points of units and battle engines in this army, you can add one Bull Snapper warbeast or solo without the Lesser Warlock ability 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 models/units
- Alten Ashley
- Gudrun the Wanderer
- Hutchuk, Ogrun Bounty Hunter
- Raluk Moorclaw, the Ironmonger
- Saxon Orrik
- Swamp Gobber Chef solos
- Viktor Pendrake
- Rorsh & Brine

SPECIAL RULES

- This army can include one non-character Mercenary warjack beginning the game controlled by Raluk Moorclaw, the Ironmonger.
- For every full 20 points of Farrow units or battle engines in this army, you can add one weapon crew unit, command attachment, or non-character solo to the army free of cost. Free units do not count toward the total number 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.)