



WARMACHINE

HORDES

HIGH COMMAND



KINGMAKER TOURNAMENT

In High Command Kingmaker tournaments, players face off in a series of fast-paced matches to determine who has the tactical skill and enough luck to be crowned champion. Kingmaker tournaments can be run as one-on-one events or as multiplayer free-for-all events. Either version of Kingmaker is suitable to host a tournament for 8 to 128 players.

PLAYER RESPONSIBILITIES

DECK CONSTRUCTION

Players must use the same warcasters or warlocks, detachments, and cards throughout the event. A player must choose which three warcasters/warlocks and detachments he will be using before the event begins.

Each player's deck must be exactly 36 cards not including warcasters or warlocks, and each detachment must be exactly 12 cards. A player's deck cannot contain multiple copies of the same warcaster or warlock.

Players can customize their detachments before the tournament begins but must adhere to the following requirements:

1. A player's deck cannot contain more than five copies of the same named card. It is important to make the distinction of "same named card" versus "same card," as many cards will have the same name but different detachment options printed on the card. Regardless of the various detachment options, if a card shares the exact same name as another, a player cannot have more than five in his deck.

- All cards in a player's deck must follow the Field Allowance restrictions that indicate the maximum number of times a given card can appear in any color detachment. Original printings of High Command might not have the Field Allowance indicated on the card itself; for these older printings, please refer to the chart at the end of this document to reference the Field Allowance for each card.

Players and EOs should bring their location and Winds of War cards to each event to ensure each table will be able to construct the proper location and Winds of War decks. At any time after a match has been completed, a player can call a judge over to check his opponent's deck to ensure it does not have an illegal number of cards based on the restrictions listed in the FAQ. A player found to be using an illegal number of cards will be issued a game loss and will be immediately disqualified from the event.

Players can use plastic card sleeves to protect their cards. All sleeves must be identical to avoid marking individual cards. Players using sleeves should also bring extras for location cards that are added to their deck during game play. Players should keep their own copies of the various location cards to sleeve up and add to their deck that can be separate from the location cards that were in play, to avoid accidentally taking another player's location card once the game is over.

BEGINNING A MATCH AND SHUFFLING

The location and Winds of War decks must be determined by the players before each match. Once all players are seated, they all roll a d6. The player with the highest roll will use his location and Winds of War decks for the match. Player position cannot change once this roll is determined.

A player can choose to use any location deck and any Winds of War deck. The location deck and Winds of War deck need not come from the same product, but they cannot be modified in any way. For example, a player could use the Winds of War deck from the *Faith & Fortune* core set and the location deck from the *Invasion of Sul* campaign expansion but could not mix and match location cards to create a customized location deck.

These decks cannot have their individual contents customized or altered in any way, except to replace a card with a promotional alternate art card that provides the exact same game effect, CMD, WAR, and/or VP stats.

The player with the highest roll also goes first (he cannot choose otherwise), with play continuing clockwise from that player. In the case of a tie for highest roll, the tied players reroll to determine who goes first.

The first player is responsible for shuffling the location and Winds of War decks properly. At the start of each round, the first player is responsible for revealing the top card of the Winds of War deck and informing the other players of its effects.

All players must shuffle their own decks prior to the beginning of the game. Each time a player shuffles, the player to his left should cut the deck before cards are drawn.

SPORTSMANSHIP

A fair and honest in-game environment is required in order for everyone to have fun. Players must accurately execute the rules of the game and fully cooperate with opponents to honestly answer any questions that arise before and during the game. Players are also responsible for holding their opponents to the same standards.

The EO will not be able to observe every game. If your opponent is doing something that is making you uncomfortable—stalling, bending the rules, or outright cheating—tell your opponent about it. Explain what he can do to remedy the situation in order to maintain a fair, honest, and fun in-game environment. If the behavior continues or a dispute arises, call the EO and explain the situation. The EO *always* has the final word on rules questions or debates. Players must accept all rulings made by the EO whether or not they agree.

Players must present a mature and polite demeanor to their opponents and the EO. Failure to do so will result in immediate disqualification. An EO can also disqualify a player for any incident that is deemed unsporting. This includes, but is not limited to, offensive or abusive conduct, bullying, cheating, constant rules arguments, improper play, stalling, and other inappropriate actions. Disqualified players are not eligible for any awards or prizes and are barred from further participation in the event and any other related events.

Occasionally circumstances will prompt a player to concede a game during a tournament. Concessions are not recommended since there is almost always a chance for victory. In the case of a concession, the losing player scores 0 tournament points and 0 VPs. If a player concedes in a one-on-one game, the winning player scores his current VP total or 20 VPs, whichever is higher. An EO can disqualify a player from a tournament if a concession is deemed unsportsmanlike.

KINGMAKER ONE-ON-ONE

NUMBER OF ROUNDS

The event will run until one player has more tournament points than any other player at the end of a round. Once this condition is met, the event ends without additional games.

Players participate in a timed format with all players participating in every round. The number of players participating in the tournament determines the maximum number of games usually required to determine a winner.

PLAYERS	ROUNDS
8 or fewer	3-round event
9 to 16	4-round event
17 to 32	5-round event
33 to 64	6-round event
65 to 128	7-round event

FIRST-ROUND PAIRINGS

Shuffle all the tournament record sheets together. Take the top two sheets and set them to one side. This gives you the first pairing. Without shuffling the pile again, remove the next two sheets and repeat the process until all players have an opponent. If you have an odd number of players, see "Byes and Odd Number of Players" below. Once you have completed the pairings, note the opposing player's name on each player's sheet to track that player's opponents. Record the tournament (1 for a win, 0 for loss or tie) and VP scores for each player when the round ends.

SUBSEQUENT PAIRINGS

From here on all pairings and ranks are based on tournament point subtotals and pairings from previous rounds. After all games in the previous round have been completed, sort the tournament record sheets into piles based on the number of tournament points. Shuffle each pile.

Take the top sheet of the pile with the greatest number of tournament points and match that player with the first opponent in the pile he has not already played. Set this pair aside and repeat the process. When you reach the end of a pile move to the next pile. If a pile has an odd number of players, pair the last player against someone from the next-highest tournament point pile. Do not do this with any individual player more than once per event. Again, once you have all the pairings, write the opposing player's name in the appropriate column on each player's sheet. It might take several attempts to find pairings that avoid duplicating match-ups.

BYES AND ODD NUMBER OF PLAYERS

In the case of an odd number of players, one player will receive a bye. A player receiving a bye sits out of the current round and receives 1 tournament point and 20 VPs.

The EO will randomly determine which player receives the bye if a tournament begins with an odd number of players. In subsequent rounds, the EO will randomly select a player from those with the lowest tournament point totals. The EO should ensure that the same player does not receive a bye more than once per event.

GAME TIMING

Each round in a one-on-one Kingmaker event lasts 60 minutes.

After the time for a round has expired, the EO calls "Time!" Both players finish the round they are currently playing. After this round is over, immediately resolve the Day of Reckoning card and end the game.

Kingmaker also uses a timed **turn length** to ensure a fair play environment. Players in each game use a timer to track the fixed amount of time available for each turn. This time limit is 2 minutes. A player's timer begins at the start of his turn.

When time expires a player can no longer deploy, rush, or purchase any cards. If a player has not yet drawn his hand, he draws his hand immediately, including shuffling his deck if necessary. All battles must be fought immediately at locations where appropriate. These battles happen off the clock.

GAME RESULTS

At the end of a game both players enter the following information on their player record sheets: the name of your opponent, your result in the game (Win/Loss), and the number of VPs you scored. Once this information is recorded, report the results of the game to the EO.

FINAL STANDINGS

Players score tournament points based on the outcome of each game. A player gains 1 tournament point for a win and 0 for a loss. Tournament points determine a player's current standing in a tournament.

In the case of two players with the same number of tournament points, determine which one ranks higher by calculating strength of schedule. Count the tournament points scored by each opponent of the tied players to determine strength of schedule. The player whose opponents have the highest total score has the best strength of schedule score and earns the higher rank.

If strength of schedule is the same for both players, the player who accrued the most VPs throughout the tournament earns the higher rank.

KINGMAKER SHOWDOWN

SHOWDOWN DECK CONSTRUCTION

In addition to the standard rules for deck construction, the total VP value of all cards in a player's deck cannot exceed 30.

NUMBER OF ROUNDS

The event will run until one player has more tournament points than any other player at the end of a round. Once this condition is met, the event ends without additional games.

Players participate in a timed format with all players participating in every round. The number of players participating in the tournament determines the maximum number of games usually required to determine a winner.

PLAYERS	ROUNDS
8 or fewer	3-round event
9 to 16	4-round event
17 to 32	5-round event
33 to 64	6-round event
65 to 128	7-round event

FIRST-ROUND PAIRINGS

Shuffle all the tournament record sheets together. Take the top two sheets and set them to one side. This gives you the first pairing. Without shuffling the pile again, remove the next two sheets and repeat the process until all players have an opponent. If you have an odd number of players, see "Byes and Odd Number of Players" below. Once you have completed the pairings, note the opposing player's name on each player's sheet to track that player's opponents. Record the tournament (1 for a win, 0 for loss or tie) and VP scores for each player when the round ends.

SUBSEQUENT PAIRINGS

From here on all pairings and ranks are based on tournament point subtotals and pairings from previous rounds. After all games in the previous round have been completed, sort the tournament record sheets into piles based on the number of tournament points. Shuffle each pile.

Take the top sheet of the pile with the greatest number of tournament points and match that player with the first opponent in the pile he has not already played. Set this pair aside and repeat the process. When you reach the end of a pile move to the next pile. If a pile has an odd number of players, pair the last player against someone from the next-highest tournament point pile. Do not do this with any individual player more than once per event. Again, once you have all the pairings, write the opposing player's name in the appropriate column on each player's sheet. It might take several attempts to find pairings that avoid duplicating match-ups.

BYES AND ODD NUMBER OF PLAYERS

In the case of an odd number of players, one player will receive a bye. A player receiving a bye sits out of the current round and receives 1 tournament point and 20 VPs.

The EO will randomly determine which player receives the bye if a tournament begins with an odd number of players. In subsequent rounds, the EO will randomly select a player from those with the lowest tournament point totals. The EO should ensure that the same player does not receive a bye more than once per event.

GAME TIMING

Each round in a Kingmaker Showdown event lasts 60 minutes.

After the time for a round has expired, the EO calls "Time!" Both players finish the round they are currently playing. After this round is over, immediately resolve the Day of Reckoning card and end the game.

Kingmaker also uses a timed **turn length** to ensure a fair play environment. Players in each game use a timer to track the fixed amount of time available for each turn. This time limit is 2 minutes. A player's timer begins at the start of his turn.

When time expires a player can no longer deploy, rush, or purchase any cards. If a player has not yet drawn his hand, he draws his hand immediately, including shuffling his deck if necessary. All battles must be fought immediately at locations where appropriate. These battles happen off the clock.

GAME RESULTS

At the end of a game both players enter the following information on their player record sheets: the name of your opponent, your result in the game (Win/Loss), and the number of VPs you scored. Once this information is recorded, report the results of the game to the EO.

FINAL STANDINGS

Players score tournament points based on the outcome of each game. A player gains 1 tournament point for a win and 0 for a loss. Tournament points determine a player's current standing in a tournament.

In the case of two players with the same number of tournament points, determine which one ranks higher by calculating strength of schedule. Count the tournament points scored by each opponent of the tied players to determine strength of schedule. The player whose opponents have the highest total score has the best strength of schedule score and earns the higher rank.

If strength of schedule is the same for both players, the player who accrued the most VPs throughout the tournament earns the higher rank.

KINGMAKER FREE-FOR-ALL

NUMBER OF ROUNDS

The event will run for a predetermined number of rounds, after which the top four players will play at a final table to determine the winner of the event.

Players participate in a timed format with all players participating in every round except the last. The number of players participating in the tournament determines the maximum number of games usually required to determine a final table.

Players	Rounds Before Final Table
8 to 16	2 rounds
17 to 64	3 rounds
65 to 256	4 rounds

ROUND PAIRINGS

Each round, shuffle all the tournament record sheets together and create as many four-player matches as possible. If you have two players left without a match, randomly pull one player from a four-player match to create a three-player match. If you have one player left without a match, randomly pull two players from two different four-player matches to create a new three-player match.

When possible, avoid having players at a table with opponents they have faced already during the tournament. Also avoid having players repeatedly partake in three-player matches. It might take several attempts to find pairings that avoid duplicating match-ups.

GAME TIMING

Each round in a free-for-all Kingmaker event lasts 120 minutes.

After the time for a round has expired, the EO calls "**Time!**" All players finish the round they are currently playing. After this round is over, immediately resolve the Day of Reckoning card and end the game.

Kingmaker also uses a timed **turn length** to ensure a fair play environment. Players in each game use a timer to track the fixed amount of time available for each turn. This time limit is 2 minutes. A player's timer begins at the start of his turn.

When time expires a player can no longer deploy, rush, or purchase any cards. If a player has not yet drawn his hand, he draws his hand immediately, including shuffling his deck if necessary. All battles must be fought immediately at locations where appropriate. These battles happen off the clock.

GAME RESULTS

At the end of a game all players enter the following information on their player record sheets: the name of your opponents, your result in the game (Win/Loss), the number of VPs you scored, the number of bonus VPs you scored, and the number of locations you captured.

Players score bonus VPs based on the outcome of each game. A player gains **10 bonus VPs** for a win and **0** for a loss. Additionally, if a player loses the game but his final VP total is within 2 VPs of the winner's total, he scores **4 bonus VPs**.

Once this information is recorded, report the results of the game to the EO.

FINAL TABLE STANDINGS

Overall VPs earned throughout all games, including bonus VPs, determine each player's rank.

In the case of two players with the same number of VPs, the player who won the most games has the higher rank.

If two players are still tied, the player who captured the most locations has the higher rank.

Determine the top four ranked players after the predetermined number of rounds have passed. These four players compete in a final match. The winner of this final match is the winner of the event.

Second through fourth place are determined by highest VP score in the final match. In the case of a tie the player who accrued the most VPs throughout the tournament earns the higher rank. If two players are still tied, the player who captured the most locations has the higher rank.

KINGMAKER ARENA

Unlike the other Kingmaker events, Kingmaker Arena does not use a preset number of rounds, player pairings, or timed games. Kingmaker Arena is a free-play event in which players determine their own opponents and play games at their leisure. Before the event begins, the EO informs players how long it will last. At the end of the event, the EO announces Command point totals and awards prizes.

Players report the result of each game they play to the EO, and the EO records the number of Command points each player has earned. We recommend that official Kingmaker prizes be provided to both the overall winner of the event and one random participant.

The player with the most Command points at the end of the event is the overall winner. In the case of a tie, all tied players play an additional game. This tiebreaker is a one-on-one game if two players are tied, and a free-for-all game if three or more players are tied. The winner of this game is the overall winner of the event.

COMMAND POINTS

The EO checks off Command point boxes for each player at the end of each game. One game can fulfill the requirements for multiple accomplishments.

UNLIMITED

A player can earn Command points for the following accomplishments each time they are completed:

- Play a complete one-on-one game: 1 point
- Play a complete multiplayer game: 2 points
- Win a one-on-one game: 1 point
- Win a multiplayer game: 2 points

LIMITED

A player can earn Command points for the following accomplishments only once during the event:





- Play with three different factions during the event: 2 points
- Play with ten different warcasters or warlocks during the event: 2 points
- Capture four locations in a single game: 3 points
- Capture two or more locations during a single capture step: 3 points
- Score 30 or more VPs in a single game: 2 points
- Destroy three or more cards belonging to the same opponent in a single battle: 2 points
- Deploy and/or rush three warjacks or warbeasts to any number of locations in a single turn: 2 points
- Use every detachment available to a single faction during the event: 2 points
- Spend over 12 WAR or over 12 CMD in a single turn: 2 points
- End a game with more than 25 cards in your hand, army deck, and discard pile (not including your occupying forces pile): 2 points

CARD QUANTITY REFERENCE CHART

The colored dots next to the name of each card below indicate the maximum number of times a player can include the card in that color detachment.

**EXAMPLE:
CYGNAR**

DETACHMENT CARD NAME





































































    Caspian Orders

This example indicates that a player can take up to one Caspian Orders card in a green detachment, one in a blue detachment, one in a purple detachment, and two in a red detachment.

WARMACHINE HIGH COMMAND – CORE SET

CYGNAR		PROTECTORATE		KHADOR		CRYX	
DETACHMENT	CARD NAME	DETACHMENT	CARD NAME	DETACHMENT	CARD NAME	DETACHMENT	CARD NAME
	Battle-Hardened		Allegiants of the Fist		Demolisher		Bane Thrall Cadre
	Caspian Orders		Chained Vassal Arcanists		Destroyer		Blood Witch Coven
	Charger		Crusader		Doom Reaver Berserkers		Blood Witch Hags
	Cyclone		Crusader's Call		Greylord Arcanist Korps		Brute Thrall Horde
	Defender		Devout		Greylord Occultists		Deathripper
	Field Mechanic Corps		Exemplar Errant Vanguard		Juggernaut		Desecrator
	Grenadier		Forging the Faithful		Kodiak		Harrower
	Ironclad		Guardian		Kommandant's Authority		Helldiver
	Journeyman Warcaster		Hierarch's Command		Kossite Woodsmen Ambush Team		Mechanithrall Horde
	Lancer		Holy Zealot Mob		Kovosk War Hounds		Necrofactorium
	Long Gunner Platoon		Hymn of Passage		Man-O-War Shocktrooper Korps		Necromancy
	Minuteman		Knights Exemplar Phalanx		Scrapjack		Necrosurgeon Corps
	Rail Shipment		Monolith Bearer		Supply Convoy		Necrotech Corps
	Reassignment		Paladins of the Wall		Supremacy		Pistol Wraith
	Squire		Reckoner		Transfer Papers		Ritual Sacrifice
	Stormblade Platoon		Repenter		Widowmaker Sniper Team		Scrap Thrall Horde
	Trencher Light Artillery Team		Temple Flameguard Phalanx		Winter Guard Conscripts		Slayer
	Trencher Platoon		Vigilant		Winter Guard Mortar Korps		Stalker
	Trencher Sharpshooter Team		Wracked Heretics		Winter Guard Rocket Korps		Will of Toruk

HORDES HIGH COMMAND – CORE SET

TROLLBLOODS		CIRCLE		SKORNE		LEGION	
DETACHMENT	CARD NAME	DETACHMENT	CARD NAME	DETACHMENT	CARD NAME	DETACHMENT	CARD NAME
	Assemble the Chieftains		Debt to the Circle		Archdomina's Orders		Angelius
	Bonds of Blood		Druid Stoneward & Woldstalkers		Basilisk Drake		Blighted Mutation
	Champions of the Kriel		Druids of Orboros		Bronzeback Titan		Carnivean
	Desperate Times		Feral Warwolf		Cataphract Arcuarii		Dark Whispers
	Dire Troll Blitzzer		Gnarlhorn Satyr		Cataphract Cetrati		Dragonspawned
	Dire Troll Mauler		Master Huntsman Pack		Cyclops Savage		Grotesque Flock
	For Kith and Kriel		Omnipotents' Council		Cyclops Shaman		Guidance of Everblight
	Frontier Scouts		Path of Stone		Paingiver Beasthandler Team		Hex Hunter Cult
	Kriel Fell Callers		Primal Argus		Paingiver's Lash		Legionnaire Defenders
	Kriel Warrior Horde		Ravager Shaman Council		Path to Glory		Longbow Archers
	Krielstone Attendants		Scarsfell Griffon		Praetorian Swordsmen		Nephilim Soldier
	Pyg Bushwhackers		Tharn Ravager Tribesmen		Rhinodon		Seraph
	Pyre Troll		Untamed Wilds		Titan Gladiator		Shredder
	Runeshaper Sorcerers		War Wolf Pack		Venator Needleburst Reivers		Spawning Vessel
	Slag Troll		Woldguardian		Veteran Swordsmen		Strider Rangers
	Sluggier Machine Gunners		Woldwatcher		Void Lantern		Teraph
	Troll Axer		Wolves of Orboros Pack		Void Spirit Haunting		Warmonger Horde



THE BIG GUNS – EXPANSION

CYGNAR

DETACHMENT	CARD NAME
	Arcane Tempest Gun Mages
	Avenger
	Hunter
	Trencher Heavy Artillery Team

PROTECTORATE

DETACHMENT	CARD NAME
	Deliverer Skyhammers
	Deliverer Sunburst Detachment
	Redeemer
	Vanquisher

KHADOR

DETACHMENT	CARD NAME
	Berserker
	Decimator
	Man-O-War Bombardier Korps
	Winter Guard Artillery Korps

CRYX

DETACHMENT	CARD NAME
	Defiler
	Leviathan
	Revenant Cannon Crew
	Revenant Rifle Crew

INTO THE BREACH – EXPANSION

CYGNAR

DETACHMENT	CARD NAME
	Centurion
	Sentinel
	Trencher Commando Team
	Trencher Scattergunner Team

PROTECTORATE

DETACHMENT	CARD NAME
	Castigator
	Daughters of the Flame
	Dervish
	Flameguard Cleanser Phalanx

KHADOR

DETACHMENT	CARD NAME
	Assault Kommando Kompany
	Devastator
	Kommando Flamethrower Kompany
	Marauder

CRYX

DETACHMENT	CARD NAME
	Atramentous Revenant Crew
	Bile Thrall Horde
	Corruptor
	Scavenger

HEROES & LEGENDS – EXPANSION

CYGNAR

DETACHMENT	CARD NAME
	Black 13th Gun Mage Strike Team
	Captain Maxwell Finn
	Gallant
	Thunderhead

PROTECTORATE

DETACHMENT	CARD NAME
	Fire of Salvation
	Nicia, Tear of Vengeance
	The Avatar of Menoth
	The Covenant of Menoth

KHADOR

DETACHMENT	CARD NAME
	Behemoth
	Drago
	Great Bears of Gallowswood
	Kovnik Jozef Grigorovich

CRYX

DETACHMENT	CARD NAME
	Captain Rengrave
	Deathjack
	Malice
	The Withershadown Combine

INVASION OF SUL – EXPANSION

CYGNAR

DETACHMENT	CARD NAME
	Hammersmith
	Stormcaller Company
	Sword Knight Platoon

PROTECTORATE

DETACHMENT	CARD NAME
	Knights Exemplar Seneschal
	Sanctifier
	Temple Flameguard Champions

KHADOR

DETACHMENT	CARD NAME
	Iron Fang Pikemen Kompany
	Mad Dog
	Manhunter Scouts

CRYX

DETACHMENT	CARD NAME
	Bane Knights Cadre
	Ripjaw
	Satyxis Raiding Party

COLOSSAL WARFARE – EXPANSION

CYGNAR

DETACHMENT	CARD NAME
	Storm Chamber Research
	Storm Lance Platoon
	Storm Strider
	Stormwall

PROTECTORATE

DETACHMENT	CARD NAME
	Exemplar Vengers Phalanx
	Judicator
	Vessel of Judgment
	Whispers of Menoth

KHADOR

DETACHMENT	CARD NAME
	Conquest
	Iron Fang Uhlans
	Prikaz Chancellery Initiative
	Winter Guard Gun Carriage

CRYX

DETACHMENT	CARD NAME
	Bane Riders Cadre
	Death's Harvest
	Kraken
	Wraith Engine

SAVAGE GUARDIANS – EXPANSION

TROLLBLOODS

DETACHMENT	CARD NAME
	Earthborn Dire Troll
	Long Riders
	Troll Bouncer
	Warders of the Kriel

CIRCLE

DETACHMENT	CARD NAME
	Feral Gorax
	Rip Horn Satyr
	Teleportation Stones
	Warpborn Skinwalkers

SKORNE

DETACHMENT	CARD NAME
	Ancestral Guardian
	Cyclops Brute
	Immortal Legion
	Titan Sentry

LEGION

DETACHMENT	CARD NAME
	Incubi Swarm
	Nephilim Protector
	Scythean
	Warmonger Champions

ELEMENTAL RAGE – EXPANSION

TROLLBLOODS

DETACHMENT	CARD NAME
	Beast Skinner Scouts
	Elementalist Sorcerers
	Storm Troll
	Winter Troll

CIRCLE

DETACHMENT	CARD NAME
	Druid Wilders
	Tharn Bloodweaver Coven
	Winter Argus
	Woldwarden

SKORNE

DETACHMENT	CARD NAME
	Cataphract Incindiarii
	Razor Worm
	Titan Cannoneer
	Venator Slinger Team

LEGION

DETACHMENT	CARD NAME
	Detonating Spell Martyrs
	Ravagore
	Scather Catapult Battery
	Stinger

IMMORTAL TALES – EXPANSION

TROLLBLOODS

DETACHMENT	CARD NAME
	Horthol, Long Rider Hero
	Mulg the Ancient
	Rök the Frostborn
	Sons of Bragg

CIRCLE

DETACHMENT	CARD NAME
	Ghetorix
	Lord of the Feast
	Megalith
	Wolf Lord Morraig

SKORNE

DETACHMENT	CARD NAME
	Hakaar the Destroyer
	Molik Karn
	Tiberion
	Tyrant Rhadeim

LEGION

DETACHMENT	CARD NAME
	Annyssa Ryvaal
	Proteus
	The Blackfrost Shard
	Typhon

GARGANTUAN MIGHT – EXPANSION

TROLLBLOODS

DETACHMENT	CARD NAME
	Mountain King
	Shamanic Ritual
	Troll Whelps
	War Wagon

CIRCLE

DETACHMENT	CARD NAME
	Celestial Fulcrum
	Ley Line Intersection
	Tharn Chieftain
	Woldwrath

SKORNE

DETACHMENT	CARD NAME
	Beast Mastery
	Mammoth
	Nihilator Ascetics
	Siege Animantarax

LEGION

DETACHMENT	CARD NAME
	Archangel
	Coalescing Dragonblight
	Throne of Everblight
	Warspear Horde

CASTLE OF THE KEYS – EXPANSION

TROLLBLOODS

DETACHMENT	CARD NAME
	Kriels War Banner
	Runebearer Elders
	Troll Impaler

CIRCLE

DETACHMENT	CARD NAME
	Reeve Master Huntsman
	Reeves of Orboros
	Warpwolf Stalker

SKORNE

DETACHMENT	CARD NAME
	Basilisk Krea
	Praetorian Karax
	Venator Flayer Battery

LEGION

DETACHMENT	CARD NAME
	Dragonspawn Shepherds
	Harrier
	Longbow Archer Champions

WARMACHINE HIGH COMMAND FAITH & FORTUNE – CORE SET

RETRIBUTION		CONVERGENCE		HIGHBORN		FOUR STAR	
DETACHMENT	CARD NAME	DETACHMENT	CARD NAME	DETACHMENT	CARD NAME	DETACHMENT	CARD NAME
	Arcanist Company		Accretion Servitor Array		Amethyst Rose Gun Mages		Boarding Action
	Arcantrik Innovation		Army of Gears		Arms Dealer		Broadside
	Aspis		Attunement Servitor Array		Ghordson Basher		Buccaneer
	Chimera		Cipher		Ghordson Driller		Cultist Ritual
	Combined Arms		Clockwork Angel Squadron		Grundback Gunner		Cutthroats & Highwaymen
	Gorgon		Corollary		Hammerfall High Shields		Freebooter
	House Nyarr Sentinels		Diffuser		Hammerfall War Marshal		Nomad
	House Shyeel Battle Mages		Enigma Foundry Core		Hired Help		Press Gangers
	Houseguard Halberdier Company		Galvanizer		Jack Hunter Company		Renegade
	Hydra		Modulator		Nyss Refugees		Risen Thrall Mob
	Mage Hunter Strike Force		Obstructors Complement		Offensive Push		Sea Dog Riflemen
	Phoenix		Perforators Complement		Ogrun Bodyguard		Steamworks
	Scyrah's Blessing		Pervasive Attendants		Precursor Knights		Toro
	Soulless Expendables		Reciprocators Complement		Rhulic Alliance		Trollkin Sellswords
	Stormfall Archer Company		The Great Work		Talon		Unchained Brawler
	Wrath of the Retribution		Transfiguration		Vanguard		Wandering Necromancer

ESCALATING CONFLICT – EXPANSION

RETRIBUTION		CONVERGENCE		HIGHBORN		FOUR STAR	
DETACHMENT	CARD NAME	DETACHMENT	CARD NAME	DETACHMENT	CARD NAME	DETACHMENT	CARD NAME
	Eiryss, Angel of Retribution		Assimilator		Dannon Blythe & Bull		First Mate Hawk
	Griffon		Eradicators Complement		Duelist		Mariner
	House Nyarr Destors		Inverter		Ogrun Assault Corps		Mule
	Imperatus		Transverse Enumerator Core		Wroughthammer Rockram		Warrior Thrall Mob

ENGINES OF DESTRUCTION – EXPANSION

RETRIBUTION		CONVERGENCE		HIGHBORN		FOUR STAR	
DETACHMENT	CARD NAME	DETACHMENT	CARD NAME	DETACHMENT	CARD NAME	DETACHMENT	CARD NAME
	Arcantrik Force Generator		Conservator		Grundback Blaster		Cephalyx Overlord Cabal
	Banshee		Elimination Servitor Array		Hammerfall Siege Crawler		Mangler
	Nayl, Soulless Assassin		Mitigator		Rocinante		Rover
	Sphinx		Transfinite Emergence Projector		Steelhead Halberdier Company		Royal Weight Cannon

ULTIMATE WEAPONS – EXPANSION

RETRIBUTION		CONVERGENCE		HIGHBORN		FOUR STAR	
DETACHMENT	CARD NAME	DETACHMENT	CARD NAME	DETACHMENT	CARD NAME	DETACHMENT	CARD NAME
	Arcanist Savant Emyliss Shyeel		Optifex Directive		Ghordson Earthbreaker		Alexia, Mistress of the Witchfire
	House Nyarr Invictors		Prime Axiom		Rutger Shaw & Taryn di la Rovissi		Galleon
	Hyperion		Reducers Complement		Steelhead Cavalry Company		Raluk Moorclaw, the Ironmonger
	Mage Hunter Infiltration Force		Steelsoul Protector		Thor Steinhammer		Sea Dog Boarding Crew