THEME FORCES

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DARK LEGACY

As an ancient pact reaches its moment of reckoning, horrifying forces from beyond comprehension descend upon the world to collect. With traitorous mortals as their momentary tools, Infernal Masters bring their nightmares to battle for every soul they believe is their due. Though few would have suspected the terrible legacy that would follow that pact, many will pay for it as the Infernals move among them.

ARMY COMPOSITION

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

- Infernal Masters
- Infernal horrors
- Infernal units
- Croe's Cutthroats
- Infernal solos
- Eilish Garrity, The Occultist
- Hermit of Henge Hold
- Orin Midwinter, Rogue Inquisitor
- Saxon Orrik
- Infernal structures

- This army can also include one Mercenary solo and one Mercenary unit that will work for the Infernals. These models/units can be included even if they have the Partisan [Infernal] special rule. Mercenary units in this army can include non-Ranking Officer attachments.

REQUISITION OPTIONS

- One Infernal command attachment
- Add three Dark Sentinel weapon attachments to a Cultist Band unit
- One small- or medium-based Infernal solo

SPECIAL RULES

- Infernal solos in this army gain Reposition [3″].
  (Reposition [3″] – At the end of an activation it did not run or fail a charge, a model with Reposition [3″] can advance up to 3″, then its activation ends.)
- Horrors in this army do not have to pay a Tithe during your first turn of the game.
- Up to one Cultist Band unit in this army gains Ambush.
  (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.)

HEARTS OF DARKNESS

It is unlikely the invading Infernals would be as strong without the aid of humans possessed of more selfish greed than survival instincts. As horrors move out from the shadows, people who have betrayed their own kind hold the torches to light the way for evil. Perhaps they hope to be spared by showing their allegiance and harvesting victims for their masters, but hope is a dying luxury now.

ARMY COMPOSITION

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

- Aurum Legate Lukas di Morray
- Captain Kara Sloan
- Feora warcasters
- Kommander Andrei Malakov
- Lieutenant Crosse, Resistance Fighter
- Mortenebra warcasters
- Non-character warjacks of the same Faction as written on the card of the warcaster in this army
- Lesser and light horrors that are part of Great Princess Regna Gravnoy's battlegroup
- Up to two non-Partisan units of the same Faction as written on the card of the warcaster in this army
- Up to three non-Partisan, non-Archon solos of the same Faction as written on the card of the warcaster in this army
- Croe's Cutthroats
- Cultist Band units
- Griever Swarm units
- Howler units
- Alain Runewood, Lord of Ash
- Eilish Garrity solos
- Great Princess Regna Gravnoy
- Hermit of Henge Hold
- Nicia, Hound of the Abyss
- Orin Midwinter, Rogue Inquisitor
- Saxon Orrik
- Umbral Guardian solos
- Valin Hauke, The Fallen Knight
- The Wretch solos
- Infernal structures

- Morrowan models cannot be included in an army made using this theme force.

REQUISITION OPTIONS

- One command attachment
- One Umbral Guardian solo
- One small- or medium-based solo with Marked Soul

SPECIAL RULES

- All models in this army are considered to be Infernal models.
- Warjacks in this army gain Accumulator [Soulless].
  (Accumulator [Soulless] – When it begins its activation within 3″ of one or more friendly Soulless models, a model with Accumulator [Soulless] gains 1 focus point.)
- Wretch models in this army gain the Magic Ability special rule That Which Does Not Kill You (★Action).
  (That Which Does Not Kill You (★Action) – When an attack destroys one or more enemy models in this model's command range, you can remove d3 damage points from a friendly model in this model's command range. That Which Does Not Kill You lasts for one turn.)
- 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 their models. Warcasters in this army do not have to pay focus to upkeep their spells during your first turn of the game.

WARRIORS OF THE OLD FAITH

Evil is best only by good, or so believe the followers of Menoth who have united in their devotion to face the Infernal invasion. And with the full conviction of their beliefs and the might of two nations, powerful Menites gather together to prove that faith and the will of the Creator can deny even evils that were foolishly invited to sow the souls of the innocent. They are certain none can prevail if they can't.

ARMY COMPOSITION

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

- Khador cavalry warcasters
- Protectorate cavalry warcasters
- Non-character Khador warjacks
- Non-character Protectorate warjacks
- Khador cavalry models/units
- Protectorate cavalry models/units
- Paladin units/solos
- Choir of Menoth units
- Kossite Woodsmen units
- Hermit of Henge Hold
- Manhunter solos
- Menite Archon solos
- Vassal solos
- Yuri the Axe
- War Dog solos
- Wrack solos

REQUISITION OPTIONS

- Two Vassal solos
- One other small-based solo

SPECIAL RULES

- All models in this army are considered to be Khadoran and Protectorate models.
- Cavalry models in this army gain Line Breaker.
  (Line Breaker – A model with Line Breaker gains an additional die on impact attack rolls.)
- You can reroll your starting roll for the game. Your starting game roll can be rerolled only once as a result of this special rule.

FLAME IN THE DARKNESS

The enemy of my enemy is my ally. This is understood as the salvation of humanity among the forces of the Church of Morrow that have come together to halt the Infernal procession descending upon the Iron Kingdoms. Driven by the common bond of their religion, forces that might otherwise turn on one another find they are stronger together, and by setting aside their differences, they can save one another alongside everyone else in the path of evil.

ARMY COMPOSITION

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

- Morrowan warcasters
- Thamarite warcasters
- Non-character Mercenary warjacks
- Up to two non-character Cygnar or Khador warjacks
- Gallant
- Alexia models/units
- Morrowan models/units
- Thamarite models/units
- Field Mechanik units
- Hermit of Henge Hold

REQUISITION OPTIONS

- One command attachment
- Three Morrowan Battle Priest weapon attachments
- Two Thamarite Advocate solos
- One other small- or medium-based solo

SPECIAL RULES

- All models in an army made using this theme force are considered to be of the same Faction as the warcaster in this army.
- Units in this army gain Vengeance.
  (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.)

STRANGE BEDFELLOWS

Strange days make for strange alliances. As infernals sweep the land, destroying everyone in their path for their horrifying masters, enemies become allies—the Cryxian leader Asphyxious forms a tenuous bond with a newly empowered Aurora and her father, the mechanically altered Sebastian Nemo, to stand their collective ground against a soul-consuming enemy.

ARMY COMPOSITION

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

- Aurora warcasters
- Mortenebra warcasters
- Non-character Mercenary warjacks
- Non-character Convergence warjacks
- Mortenebra warcasters can also include Non-character Cryx warjacks in their battlegroups.
- Convergence Angel models/units
- Convergence Optifex Directive units
- Cryx Thrall models/units
- Cygnar Stormsmith solos and units
- Mercenary models/units that will work for the Convergence
- Convergence solos
- Convergence battle engines

REQUISITION OPTIONS

- One warjack with a point cost of 6 or less
- One Convergence Angel unit
- One small- or medium-based solo

SPECIAL RULES

- All models in this army are considered to be Convergence and Mercenary models.
- Non-Servitor solos in this army gain Swift Vengeance.
  (If one or more friendly warrior models were destroyed or removed from play by enemy attacks while within 5˝ of a model with Swift Vengeance during your opponent's last turn, during your Maintenance Phase the model with Swift Vengeance can advance 3˝ and make one basic melee attack.)
- When a model in this army is affected by the Repair special rule, remove 1 additional damage point.

GRAVEDIGGERS

Trenchers are men and women of unparalleled grit found at the forefront of nearly every Cygnaran engagement. First on the field and last to leave, it is the trenchers' duty to form the vanguard of Cygnar's military might and seize the battlefield against all opposition.

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
- This army can also include one Mercenary solo and one Mercenary unit that will work for Cygnar. These models/units can be included even if they have the Partisan [Cygnar] special rule. Mercenary units in this army can include attachments, including Captain Jonas Murdoch.

REQUISITION OPTIONS

- One Trencher weapon crew unit
- One Cygnar command attachment
- One small- or medium-based Cygnar solo

SPECIAL RULES

- Trencher warrior models in this army gain Rise.
  (Rise – If a model with Rise is knocked down at the beginning of your Maintenance Phase, it stands up.)
- You can reroll your starting roll for the game. Your starting game roll can be rerolled only once as a result of this special rule.

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
- Ol' Rowdy
- Thorn
- Thunderhead
- Mechanik models/units
- Sword Knight models/units
- Long Gunner Infantry units
- Precursor Knight units
- Solos with the Battlegroup Controller special rule
- Solos with Partisan [Cygnar]
- Archduke Alain Runewood
- Squire solos
- Cygnar battle engines
- This army can also include one Mercenary unit, one Mercenary solo, and one Mercenary battle engine that will work for Cygnar. These models/units can be included even if they have the Partisan [Cygnar] special rule. Mercenary units in this army can include non-Ranking Officer attachments.

REQUISITION OPTIONS

- One Cygnar command attachment
- One small- or medium-based Cygnar solo

SPECIAL RULES

- Cygnar solos and Mechanik units in this army gain Reposition [3″].
  (Reposition [3″] – At the end of an activation it did not run or fail a charge, a model with Reposition [3″] can advance up to 3″, then its activation ends.)
- When a model in this army is affected by the Repair special rule, remove 1 additional damage point.

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
- Ace
- Arcane Tempest models/units
- Mechanik models/units
- Journeyman Warcaster solos
- Squire solos
- This army can also include one Mercenary solo and one Mercenary unit that will work for Cygnar. These models/units can be included even if they have the Partisan [Cygnar] special rule. Mercenary units in this army can include non-Ranking Officer attachments.

REQUISITION OPTIONS

- One Cygnar command attachment
- One small- or medium-based Cygnar solo

SPECIAL RULES

- Arcane Tempest Gun Mage and Black 13th Strike Force units in this army gain Pistoleer.
  (Pistoleer – Range attack damage rolls made by a model with Pistoleer against a model in melee with this model are boosted.)
- Warcasters in this army can upkeep spells on Arcane Tempest model/units without spending focus.

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 serve in the Storm Division than in 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:

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

- This army can also include one Mercenary solo and one Mercenary unit that will work for Cygnar. These models/units can be included even if they have the Partisan [Cygnar] special rule. Mercenary units in this army can include non-Ranking Officer attachments.

REQUISITION OPTIONS

- One Stormsmith weapon crew unit
- One Cygnar command attachment
- Three Stormsmith Stormcaller solos
- One other small- or medium-based Cygnar solo

SPECIAL RULES

- Cygnar models/units in this army gain Immunity: Electricity.
- Storm Knight models in this army gain Unyielding.
  (Unyielding – A model with Unyielding gains +2 ARM against melee damage rolls.)

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
- Blessing of Vengeance
- Scourge of Heresy
- Vassal models/units
- Choir of Menoth units
- Visgoth Juviah Rhoven & Honor Guard
- Covenant of Menoth
- Exemplar Warders solos
- Hierophant solos
- Menite Archon solos
- Solos with the Battlegroup Controller special rule
- Wrack solos
- Protectorate battle engines
- Protectorate structures

- This army can also include one Mercenary solo and one Mercenary unit that will work for the Protectorate. These models/units can be included even if they have the Partisan [Protectorate] special rule. Mercenary units in this army can include attachments, including Attendant Priests.

REQUISITION OPTIONS

- Two Vassal solos
- One other small- or medium-based Protectorate solo

SPECIAL RULES

- Protectorate solos and Choir of Menoth units in this army gain Reposition [3″].
  (Reposition [3″] – At the end of an activation 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 their models. Warcasters in this army do not have to pay focus to upkeep their spells during your first turn of the game.

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
- Fire of Salvation
- Exemplar models/units
- Reclaimer models/solos
- Scrutator models/units
- Vassal models/units
- Choir of Menoth units
- Hierophant solos
- Wrack solos

- This army can also include one Mercenary solo and one Mercenary unit that will work for the Protectorate. These models/units can be included even if they have the Partisan [Protectorate] special rule. Mercenary units in this army can include non-Ranking Officer attachments.

REQUISITION OPTIONS

- One Protectorate command attachment
- Two Vassal solos
- One other small- or medium-based Protectorate solo

SPECIAL RULES

- The melee weapons of Protectorate warjacks in this army gain Blessed.
- Exemplar models in this army gain Aegis.
  (Aegis – Models with Aegis are immune to continuous effects.)

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
- Covenant of Menoth
- Hierophant solos
- Initiate Tristan Durant
- Menite Archon solos
- Wrack solos
- Protectorate structures

- This army can also include one Mercenary solo and one Mercenary unit that will work for the Protectorate. These models/units can be included even if they have the Partisan [Protectorate] special rule. Mercenary units in this army can include non-Ranking Officer attachments.

REQUISITION OPTIONS

- One Initiates of the Wall unit
- One Protectorate command attachment
- Two Reclaimer Gatekeeper solos
- Two Vassal solos
- One other small- or medium-based Protectorate solo

SPECIAL RULES

- Protectorate heavy warjacks and colossals in this army gain Hand of Vengeance.
  (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.)

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
- Blood of Martyrs
- Eye of Truth
- Hand of Judgment
- Flameguard models/units
- Choir of Menoth units
- Reclaimer solos
- Vassal solos
- Wrack solos
- Protectorate structures

- This army can also include one Mercenary solo and one Mercenary unit that will work for the Protectorate. These models/units can be included even if they have the Partisan [Protectorate] special rule. Mercenary units in this army can include non-Ranking Officer attachments.

REQUISITION OPTIONS

- One Protectorate command attachment
- Two Reclaimer Gatekeeper solos
- Two Vassal solos
- One other small- or medium-based Protectorate solo

SPECIAL RULES

- While B2B with another model in their unit, Temple Flameguard trooper models gains Tough and cannot become knocked down.
- Up to one Daughters of the Flame unit in this army gains Ambush.
  (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.)

ARMORED KORPS

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
- Greylord Adjunct solos
- War Dog solos

- This army can also include one Mercenary solo and one Mercenary unit that will work for Khador. These models/units can be included even if they have the Partisan [Khador] special rule. Mercenary units in this army can include non-Ranking Officer attachments.

REQUISITION OPTIONS

- One Khador command attachment
- One Tanker solo
- One small- or medium-based Khador solo

SPECIAL RULES

- When a model in this army is affected by the Repair special rule, remove 1 additional damage point.
- Man-O-War units and Tanker solos in this army gain Advance Move.
  (Advance Move – Before the start of the game but after both players have deployed, a model with Advance Move can make a full advance.)

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
- Black Ivan
- Battle Mechanik models/units
- Kossite models/units
- Kayazy models/unit
- Widowmaker models/unit
- Greylord Adjunct solos
- Greylord Forge Seer solos
- Manhunter solos
- War Dog solos
- Yuri the Axe
- Solos with the Battlegroup Controller special rule

- This army can also include one Mercenary solo and one Mercenary unit that will work for Khador. These models/units can be included even if they have the Partisan [Khador] special rule. Mercenary units in this army can include non-Ranking Officer attachments.

REQUISITION OPTIONS

- One Kayazy Eliminator unit
- One Khador command attachment
- One small- or medium-based Khador solo

SPECIAL RULES

- Khador warjacks in this army gain Pathfinder.
- Before models are deployed at the start of the game, you can place one 5″ AOE forest terrain feature anywhere completely within 18″ of the rear table edge of your deployment zone.

LEGIONS 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
- Greylord Adjunct solos
- War Dog solos

- This army can also include one Mercenary solo and one Mercenary unit that will work for Khador. These models/units can be included even if they have the Partisan [Khador] special rule. Mercenary units in this army can include non-Ranking Officer attachments.

REQUISITION OPTIONS

- One Khador command attachment
- One small- or medium-based Khador solo

SPECIAL RULES

- The Great Bears and Iron Fang solos in this army gain Countercharge. *(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.)*
- You can reroll your starting roll for the game. Your starting game roll can be rerolled only once as a result of this special rule.

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
- Beast 09
- Torch
- Assault Kommando models/units
- Winter Guard models/units
- Widowmaker models/units
- Battle Mechanik units
- Greylord Adjunct solos
- Kovnik Andrei Malakov
- War Dog solos

- This army can also include one Mercenary solo and one Mercenary unit that will work for Khador. These models/units can be included even if they have the Partisan [Khador] special rule. Mercenary units in this army can include non-Ranking Officer attachments.

REQUISITION OPTIONS

- One Winter Guard weapon crew unit
- One Khador command attachment
- Two Winter Guard Artillery Kapitan solos
- One other small- or medium-based Khador solo

SPECIAL RULES

- Warcasters in this army gain Sacrificial Pawn [Winter Guard trooper model].
  (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.)

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 and Mercenary models:

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

- This army can also include one Mercenary solo and one Mercenary unit that will work for Khador. These models/units can be included even if they have the Partisan [Khador] special rule. Mercenary units in this army can include attachments, including Koldun Kapitan Valachev.

REQUISITION OPTIONS

- One Greylord Ternion unit
- One Khador command attachment
- One small- or medium-based Khador solo

SPECIAL RULES

- At the beginning of each of your Control Phases, choose one non-warcaster Doom Reaver or Greylord unit to gain Apparition that turn.
  (Apparition – During your Control Phase, place models with Apparition anywhere completely within 2" of their current locations. Only models in formation can be placed.)

BLACK INDUSTRIES

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
- Cryx warjacks
- Cephalyx models/units
- Iron Lich models/units
- Thrall models/units
- Warwitch models/units
- Black Ogrun Iron Monger units
- Darragh Wrathe
- Necrotech solos
- Solos with the Battlegroup Controller special rule
- Wraith solos
- Wraith Engine battle engines

- This army can also include one Mercenary solo and one Mercenary unit that will work for Cryx. These models/units can be included even if they have the Partisan [Cryx] special rule. Mercenary units in this army can include non-Ranking Officer attachments.

REQUISITION OPTIONS

- One Necrosurgeon & Stitch Thralls unit
- One Cryx command attachment
- Three Brute Thrall weapon attachments
- Three Necrotech solos
- One other small- or medium-based Cryx solo

SPECIAL RULES

- Heavy warjacks in this army gain Carapace.
  (Carapace – A model with Carapace gains +4 ARM against ranged attack damage rolls.)
- One Mechanithrall unit in this army gains Ambush.
  (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 the unit with Ambush completely within 3" of the chosen table edge.)

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 and Mercenary models:

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

- This army can also include one Mercenary solo and one Mercenary unit that will work for Cryx. These models/units can be included even if they have the Partisan [Cryx] special rule. Mercenary units in this army can include non-Ranking Officer attachments.

REQUISITION OPTIONS

- One Cryx command attachment
- Three Machine Wraith solos
- Three Necrotech solos
- One other small- or medium-based Cryx solo

SPECIAL RULES

- Bane models/unit gain Prowl.
  (Prowl – A model with Prowl gains Stealth while it has concealment.)
- 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.

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
- Barathrum
- Revenant models/units
- Wraith models/units
- Black Ogrun Iron Monger units
- Misery Cage solos

- This army can also include one Mercenary solo and one Mercenary unit that will work for Cryx. These models/units can be included even if they have the Partisan [Cryx] special rule. Mercenary units in this army can include non-Ranking Officer attachments.

REQUISITION OPTIONS

- One Revenant weapon crew unit
- Three Revenant Crew Rifleman weapon attachments
- Three Machine Wraith solos
- Three Misery Cage solos
- One other small- or medium-based Cryx solo

SPECIAL RULES

- When making a Deathbound roll to return the Revenant Crew of the Atramentous to play, add +1 to the roll.
- You can reroll your starting roll for the game. Your starting game roll can be rerolled only once as a result of this special rule.

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, merciless Black Ogrun, roaring hordes of blighted trollkin, and crews of Scharde sailors, 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
- Kharybdis
- Living Cryx models/units
- Devil's Shadow Mutineers
- Misery Cage solos

- This army can also include one Mercenary solo and one Mercenary unit that will work for Cryx. These models/units can be included even if they have the Partisan [Cryx] special rule. Mercenary units in this army can include non-Ranking Officer attachments.

REQUISITION OPTIONS

- One Scharde Dirge Seer unit
- One Cryx command attachment
- Three Misery Cage solos
- One other small- or medium-based Cryx solo

SPECIAL RULES

- Cryx warjacks in this army gain Gang Fighter.
  (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.)
- Up to one Satyxis Blood Witch unit in this army gains Ambush.
  (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.)

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
- Hypnos
- Houseguard models/units
- Nyss models/units
- House Ellowuyr Swordsmen units
- House Vyre Electromancer units
- Arcanist solos
- Fane Knight solos
- Ghost solos
- Lys Healer solos
- Sylys Wyshnalyrr
- Retribution battle engines

- This army can also include one Mercenary solo and one Mercenary unit that will work for Retribution. These models/units can be included even if they have the Partisan [Retribution] special rule. Mercenary units in this army can include non-Ranking Officer attachments.

REQUISITION OPTIONS

- One Retribution weapon crew unit
- One Retribution command attachment
- Two Ghost Sniper solos
- Two Lys Healer solos
- One other small- or medium-based Retribution solo

SPECIAL RULES

- Retribution solos, House Vyre Electromancer units, and Stormfall Archer units in this army gain Reposition [3″].
  (Reposition [3″] – At the end of an activation it did not run or fail a charge, a model with Reposition [3″] can advance up to 3″, then its activation ends.)
- 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 an obstacle or obstruction. The template is an obstacle that grants cover.

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
- Discordia
- Shyeel solos, units, and battle engines
- Arcanist Mechanik solos
- Fane Knight Guardian solos
- Sylys Wyshnalyrr, the Seeker
- Solos with the Battlegroup Controller special rule
- Dawnguard Trident battle engines

- This army can also include one Mercenary solo and one Mercenary unit that will work for the Retribution. These models/units can be included even if they have the Partisan [Retribution] special rule. Mercenary units in this army can include non-Ranking Officer attachments.

REQUISITION OPTIONS

- One House Shyeel Arcanist unit
- One small- or medium-based Retribution solo

SPECIAL RULES

- Retribution warjacks in this army gain Shield Guard.
  (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.)

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
- Hemera
- Imperatus
- Dawnguard models/units
- Arcanist Mechanik solos
- Fane Knight Guardian solos
- Ghost Sniper solos
- House Shyeel Artificer solos
- Lys Healer solos
- Soulless Voidtracer solos

- This army can also include one Mercenary solo and one Mercenary unit that will work for the Retribution. These models/units can be included even if they have the Partisan [Retribution] special rule. Mercenary units in this army can include attachments.

REQUISITION OPTIONS

- One Retribution command attachment
- Two Ghost Sniper solos
- Two Lys Healer solos
- One other small- or medium-based Retribution solo

SPECIAL RULES

- Warjacks in this army can ignore friendly Dawnguard models when determining LOS. Warjacks in this army can advance through friendly Dawnguard models if they have enough movement to move completely past them.
- While 'Jack Marshaled, warjacks in this army gain Flank [Dawnguard]. *(Flank [Dawnguard] – When a model with Flank [Dawnguard] makes a melee attack against an enemy model in the melee range of a friendly Dawnguard model, the model with Flank gains +2 to attack rolls and gains an additional damage die.)*

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 and Mercenary models:

- Retribution warcasters
- Non-character warjacks
- Moros
- Mage Hunter models/units
- Arcanist Mechanik solos
- Eiryss, Fortune Hunter of Ios
- Fane Knight Guardian solos
- Lys Healer solos
- Void Archon solos

- This army can also include one Mercenary solo and one Mercenary unit that will work for the Retribution. These models/units can be included even if they have the Partisan [Retribution] special rule. Mercenary units in this army can include non-Ranking Officer attachments.

REQUISITION OPTIONS

- One Retribution command attachment
- Two Lys Healer solos
- Three Soulless Voidtracer solos
- One other small- or medium-based Retribution solo

SPECIAL RULES

- 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 warrior model in this army, you can choose to have the boxed model be removed from play.
- You can reroll your starting roll for the game. Your starting game roll can be rerolled only once as a result of this special rule.

MAGNUM OPUS

The Crucible Guard has unleashed its standing army in a show of force that unveils its impressive military innovations and tactical flexibility. Its highly trained and specialized soldiers fight in concert with skilled combat alchemists and support units to push up the field in a haze of alchemical smoke, backed up by the might of the Golden Crucible's advanced war machines.

ARMY COMPOSITION

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

- Crucible Guard warcasters
- Non-character warjacks
- Crucible Guard units
- Crucible Guard solos
- Gorman solos
- Hutchuk, Ogrun Bounty Hunter
- Crucible Guard battle engines

- This army can also include one Mercenary solo and one Mercenary unit that will work for the Crucible Guard. These models/units can be included even if they have the Partisan [Crucible Guard] special rule. Mercenary units in this army can include attachments, including Doctor Alejandro Mosby.

REQUISITION OPTIONS

- One Crucible Guard weapon crew unit
- One Crucible Guard command attachment
- Three Crucible Guard Mechanik solos
- Two Trancer solos
- One other small- or medium-based Crucible Guard solo

SPECIAL RULES

- Crucible Guard solos and Crucible Guard weapon crew units in this army gain Reposition [3″].
  (Reposition [3″] – At the end of an activation it did not run or fail a charge, a model with Reposition [3″] can advance up to 3″, then its activation ends.)
- You can reroll your starting roll for the game. Your starting game roll can be rerolled only once as a result of this special rule.

PRIMA MATERIA

The Order of the Golden Crucible is jealous of its secrets. Its members have experienced firsthand what can happen when their alchemical and mechanikal innovations fall into the wrong hands. The most technologically advanced divisions of the Crucible Guard are insular and allow no outsiders, lest their secrets be stolen. Wielding the newest and most devastating weapons in the Guard's arsenal, they bring destruction to enemies of the Order.

ARMY COMPOSITION

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

- Crucible Guard warcasters
- Non-character warjacks
- Combat Alchemist units
- Dragon's Breath Rocket weapon crew units
- Medium-based Crucible Guard units
- Arum Ominus Alyce Marc
- Crucible Guard Mechanik solos
- Gorman solos
- Hutchuk, Ogrun Bounty Hunter
- Prospero
- Trancer solos
- Crucible Guard battle engines

REQUISITION OPTIONS

- One Combat Alchemist unit
- Three Crucible Guard Mechanik solos
- Two Trancer solos
- One other small- or medium-based Crucible Guard solo

SPECIAL RULES

- Vanguard warjacks in this army can use Shield Guard twice per turn.
- 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.

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 and Mercenary models:

- Convergence warcasters
- Non-character warjacks
- Asphyxious the Sanctified and Annihilation Servitors
- Priest models/units
- Construct units/solos with the Soul Vessel special rule
- Void Archon solos

- This army can also include one Mercenary solo and one Mercenary unit that will work for Convergence. These models/units can be included even if they have the Partisan [Convergence] special rule. Mercenary units in this army can include non-Ranking Officer attachments.

REQUISITION OPTIONS

- One Convergence warjack with a point cost of 6 or less
- One Convergence command attachment
- One Enigma Foundry solo
- One Frustrum Locus solo
- One small- or medium-based Convergence solo

SPECIAL RULES

- The field allowance of Enigma Foundry solos in this army becomes 4.
- Eradicator, Perforator, and Reciprocator units in this army gain Vengeance. *(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.)*

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 automatons 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

- This army can also include one Mercenary solo and one Mercenary unit that will work for Convergence. These models/units can be included even if they have the Partisan [Convergence] special rule. Mercenary units in this army can include non-Ranking Officer attachments.

REQUISITION OPTIONS

- One Optifex Directive unit
- Three Algorithmic Dispersion Optifex solos
- Three Servitor solos of a single type

SPECIAL RULES

- 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.)*

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 non-character warjacks
- Rhulic models/units

REQUISITION OPTIONS

- One Rhulic weapon crew unit
- One Tactical Arcanist Corps unit
- One Mercenary command attachment
- One small- or medium-based Mercenary solo without the Lesser Warlock special rule

SPECIAL RULES

- Weapon crew units and heavy warjacks in this army gain Reposition [3″]. *(Reposition [3"] – At the end of an activation 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 is extended 2″ forward.

THE IRREGULARS

Some mercenary contracts offer jobs so desperate, so vile, or so insane that no right-minded group of sell-swords 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 character units
- Idrian Skirmisher units
- Kayazy units
- Precursor Knight units
- Mercenary character solos
- Gobber Tinker solos
- Mercenary battle engines

REQUISITION OPTIONS

- One Mercenary command attachment
- One small- or medium-based Mercenary solo without the Lesser Warlock special rule

SPECIAL RULES

- If Ace is included in this army, it is a friendly Mercenary model instead of a Cygnar warjack.
- While 'jack marshaled, warjacks in this army gain Flank [friendly warrior]. *(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.)*
- You can reroll your starting roll for the game. Your starting game roll can be rerolled only once as a result of this special rule.

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.
- Dirty Meg
- Kell Bailoch
- Madelyn Corbeau, Ordic Courtesan
- Orin Midwinter, Rogue Inquisitor
- Raluk Moorclaw, the Ironmonger

- 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.

REQUISITION OPTIONS

- One command attachment
- Two Steelhead Gunner solos
- One other small- or medium-based Mercenary solo

SPECIAL RULES

- Warrior models/units in the army gain Feign Death.
  (Feign Death – A model with Feign Death cannot be targeted by ranged or magic attacks while knocked down.)
- Greygore Boomhowler & Co. gain Ambush.
  (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 the unit with Ambush completely within 3" of the chosen table edge.)

LLAELESE RESISTANCE

The beleaguered soldiers of the Llaelese Resistance are mercenaries only by necessity, taking contracts to help pay the enormous costs of their rebellion. Since the fall of Merywyn, many Llaelese noblemen have helped from exile to fund the Resistance. 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:

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

- This army can also include up to two non-character Crucible Guard units, up to two non-character Cygnaran units, or up to two non-character Protectorate units. These units are considered to be friendly Llaelese Mercenary units instead of Crucible Guard, Cygnar, or Protectorate units and can include attachments but cannot include Ranking Officers.

REQUISITION OPTIONS

- One command attachment
- One small- or medium-based Mercenary solo

SPECIAL RULES

- If Ace is included in this army, it is a friendly Mercenary model instead of a Cygnar warjack.
- Gun Mage models in this army gain Sniper.
  (Sniper – Instead of making a damage roll to resolve a ranged attack, a model with Sniper can inflict 1 damage point. A model disabled by a ranged attack made by a model with Sniper cannot make a Tough roll.)
- Llaelese models in this army gain Pathfinder.
- Before models are deployed at the start of the game, you can place one 5" AOE rubble terrain features anywhere completely within 18" of the rear table edge of your deployment zone. When you deploy your models, you can deploy one small- or medium-based solo completely within the AOE.

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
- Asphyxious the Sanctified and Annihilation Servitors
- Cephalyx solos/units
- Non-Cephalyx units with Cephalyx Dominator command attachments
- Void Archon solos
- This army can also include Bloat Thrall, Machine Wraith, and Pistol Wraith solos. These solos are considered to be friendly Mercenary units instead of Cryx solos.

REQUISITION OPTIONS

- Two Cephalyx Agitator solos
- One other small- or medium-based solo

SPECIAL RULES

- Operating Theater is a Cephalyx theme force.
- Monstrosities in this army gain Hyper-Aggressive.
  (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.)
- Drudge models in the army gain Rise.
  (Rise – If a model with Rise is knocked down at the beginning of your Maintenance Phase, it stands up.)
- One Cephalyx Mind Slaver & Drudge unit in this army gains Ambush.
  (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 the unit with Ambush completely within 3" of the chosen table edge.)

SOLDIERS OF FORTUNE

If war is good for business, then business has been very good to the Steelhead mercenary company. Already one of the largest groups of sell-swords in western Immoren before the fall of Llael, subsequent years of warfare have seen them reach peak profitability. Steelheads can be found in nearly every major engagement from Skirov to Imer, bringing victory—or anonymous defeat—at reasonable prices. The company's regular presence on the battlefield often sees them work alongside many notable freelancers and experts. The old adage holds true: "Either as allies or enemies, the Steelheads are gonna cost you."

ARMY COMPOSITION

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

- Mercenary warcasters
- Non-character Mercenary warjacks
- Rocinante
- Alexia models/units
- Steelhead models/units
- Dannon Blythe & Bull
- Herne & Jonne
- Alten Ashley
- Anastasia di Bray
- Boomhowler, Solo Artist
- Dez
- Eiryss, Mage Hunter of Ios
- Gorman solos
- Ogrun Bokur solos
- Rhupert Carvolo, Piper of Ord
- Rutger Shaw, Professional Adventurer
- Saxon Orrik
- Taryn di la Rovissi, Llaelese Gun Mage
- Mercenary solos with the Attached rule

REQUISITION OPTIONS

- One Steelhead weapon crew
- Alexia, Mistress of the Witchfire
- Stannis Brocker
- Two Steelhead Gunner solos
- One small- or medium-based Mercenary solo

SPECIAL RULES

- If Ace is included in this army, it is a friendly Mercenary model instead of a Cygnar warjack.
- Solos in this army gain Mark Target.
  (Mark Target – Other friendly Faction models gain +2 to ranged attack rolls against enemy models within 5" of a model with Marked Target and in its LOS.)
- Steelhead cavalry models in this army gain Bulldoze.
  (Bulldoze – When a model with Bulldoze is B2B with an enemy model during its Normal Movement, it can push that model up to 2" directly away from it. A model can be pushed by Bulldoze only once per turn. Bulldoze has no effect when a model makes a trample power attack.)

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 who 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 "Broadsides 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
- Non-character warjacks
- Scallywag
- Privateer models/units
- This army can also include Cryx Scharde units. These units are considered to be friendly Mercenary Privateer units instead of Cryx units and can include attachments but cannot include Ranking Officers.

REQUISITION OPTIONS

- One Scharde Dirge Seer unit
- Two Sea Dog Deck Gun units
- One command attachment
- Three Powder Monkey solos
- One other small- or medium-based Privateer solo

SPECIAL RULES

- Solos in this army gain Sacrificial Pawn [Sea Dog model].
  (Sacrificial Pawn [Sea Dog model] – When a model with Sacrificial Pawn [Sea Dog model] is directly hit by an enemy ranged attack, you can have one friendly, non-incorporeal Sea Dog trooper model within 3" of it directly hit instead. That model is automatically hit and suffers all damage and effects.)
- After models are deployed at the start of the game, you can place up to two 3" AOEs anywhere on the table at least 6" away from the nearest enemy model. These AOES are hazards and rough terrain that remain in play for the first round of the game. A model entering or ending its activation in one of these AOEs suffers an unboostable POW 12 blast damage roll.

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
- Warders models/units
- Krielstone Bearer & Stone Scribe units
- Stone Scribe Chronicler solos
- Trollkin Runebearer solos
- Trollkin Skinner solos
- Troll Whelp solos
- This army can also include one Minion solo and one Minion unit that will work for the Trollbloods. These models/units can be included even if they have the Partisan [Trollblood] special rule. Minion units in this army can include non-Ranking Officer attachments.

REQUISITION OPTIONS

- One Trollblood command attachment
- Five Troll Whelp solos
- One other small- or medium-based Trollblood solo

SPECIAL RULES

- 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 warrior model in this army, you can choose to have the boxed model be removed from play.

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
- Dozer & Smigg
- Units/solos with ranged weapons
- Krielstone Bearer & Stone Scribe units
- Weapon Crew units
- Sons of Bragg
- Trollkin Runebearer solos
- Troll Whelp solos
- Trollblood battle engines

- This army can also include one Minion solo and one Minion unit that will work for the Trollbloods. These models/units can be included even if they have the Partisan [Trollblood] special rule. Minion units in this army can include non-Ranking Officer attachments.

REQUISITION OPTIONS

- One Trollblood weapon crew unit
- One Trollblood command attachment
- Five Troll Whelp solos
- One other small- or medium-based Trollblood solo

SPECIAL RULES

- Solos in this army gain Mark Target.
  (Mark Target – Other friendly Faction models gain +2 to ranged attack rolls against enemy models within 5" of a model with Marked Target and in its LOS.)
- You can reroll your starting roll for the game. Your starting game roll can be rerolled only once as a result of this special rule.

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 then 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
- Dhunian Archon solos
- Troll Whelp solos
- Solos with the Lesser Warlock rule

- This army can also include one Minion solo and one Minion unit that will work for the Trollbloods. These models/units can be included even if they have the Partisan [Trollblood] special rule. Minion units in this army can include non-Ranking Officer attachments.

REQUISITION OPTIONS

- One Dhunian Knot unit
- Five Troll Whelp solos
- One other small- or medium-based Trollblood solo

SPECIAL RULES

- Trollkin Runeshaper units in this army becomes U.
- Dhunian Knot units in this army gain Serenity.
  (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. Warlocks in this army do not have to pay fury to upkeep their spells during your first turn of the game.

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, however, 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/solos
- Northkin models/units
- Krielstone Bearer & Stone Scribe units
- Kriel Warrior units
- Fell Caller Hero solos
- Trollkin Runebearer solos
- Troll Whelp solos

- This army can also include one Minion solo and one Minion unit that will work for the Trollbloods. These models/units can be included even if they have the Partisan [Trollblood] special rule. Minion units in this army can include non-Ranking Officer attachments.

REQUISITION OPTIONS

- One Trollblood command attachment
- Five Troll Whelp solos
- One other small- or medium-based Trollblood solo

SPECIAL RULES

- Non-warlock Trollblood warrior models in this army become Northkin models and gain Immunity: Cold.
- Warlocks in this army can upkeep spells on Northkin model/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 treat snowdrifts as rough terrain. Models with Immunity: Cold gain concealment while completely within a snowdrift.

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 construct warbeasts
- Megalith
- Stone units
- Stoneward & Woldstalker units
- Blackclad solos
- Gallows Grove solos
- Celestial Fulcrum battle engines
- Circle structures

- This army can also include one Minion solo and one Minion unit that will work for the Circle. These models/units can be included even if they have the Partisan [Circle] special rule. Minion units in this army can include non-Ranking Officer attachments.

REQUISITION OPTIONS

- Two Shifting Stones units
- One Sentry Stone & Mannikins unit
- Two Blackclad Stoneshaper units
- Three Gallows Grove units
- One other small- or medium-based Circle solo

SPECIAL RULES

- Before leeching during each of your Control Phases, you can remove up you 1 damage point from each Circle warbeast.
- 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. Warlocks in this army do not have to pay fury to upkeep their spells during your first turn of the game.

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. Theirs 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
- Loki
- Tharn models/units
- Death Wolves
- Shifting Stone units
- Gallows Grove solos
- Lord of the Feast
- Primal Archon solos
- Circle structures

- This army can also include one Minion solo and one Minion unit that will work for the Circle. These models/units can be included even if they have the Partisan [Circle] special rule. Minion units in this army can include non-Ranking Officer attachments.

REQUISITION OPTIONS

- One Circle command attachment
- Three Gallows Grove units
- One Wolf Rider Champion solo
- One small- or medium-based Circle solo

SPECIAL RULES

- Each model in this army that can gain corpse tokens begins the game with one corpse token.
- One Tharn Bloodweaver unit in this army gains Ambush. *(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.)*

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
- Brennos
- Blackclad models/units
- Shifting Stone units
- Gallows Grove solos
- Circle structures

- This army can include any number of Minion units, Minion solos, and Minion battle engines. These models/units can be included even if they have the Partisan [Circle] special rule. Minion units in this army can include non-Ranking Officer attachments.

REQUISITION OPTIONS

- One Circle command attachment
- Two Blackclad Stoneshaper solos
- Three Gallows Grove solos
- One other small- or medium-based solo without the Lesser Warlock special rule

SPECIAL RULES

- Blackclad warrior models gain Sacrificial Pawn [Minion warrior model]. *(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.)*

THE WILD HUNT

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.

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
- Brennos
- Wolf Sworn models/units
- Shifting Stone units
- Blackclad solos
- Gallows Grove solos
- Lord of the Feast
- War Wolf solos
- Wolf With No Name
- Circle structures

- This army can also include one Minion solo and one Minion unit that will work for the Circle. These models/units can be included even if they have the Partisan [Circle] special rule. Minion units in this army can include non-Ranking Officer attachments.

REQUISITION OPTIONS

- One Circle command attachment
- Three Gallows Grove solos
- Three War Wolf solos
- One other small- or medium-based Circle solo

SPECIAL RULES

- When a living warbeast is forced to use its animus while in its controller's control range, reduce the COST of the animus by 1.
- One Wolf of Orboros unit in this army gains Ambush.
  (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 the unit with Ambush completely within 3" of the chosen table edge.)

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.

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 and Minion models:

- Skorne warlocks
- Non-character warbeasts
- Chiron
- The Terrorizer
- Mortitheurge models/units
- Nihilator models/units
- Paingiver models/units
- Aptimus Marketh
- Skorne solos with the Battlegroup Controller special rule
- Siege Animantarax
- Minion warbeasts controlled by Skorne warlocks (see Special Rules below)

- This army can include any number of Minion units and Minion solos that will work for the Skorne. These models/units can be included even if they have the Partisan [Skorne] special rule. Minion units in this army can include non-Ranking Officer attachments.

REQUISITION OPTIONS

- One Agonizer warbeast
- One Basilisk Krea warbeast
- One Skorne command attachment
- Two Paingiver Task Master solos
- One other small- or medium-based Skorne solo

SPECIAL RULES

- Skorne warlocks in this army can control non-character Minion warbeasts. Minion warbeasts in this army that are controlled by a Skorne warlock are considered to be Skorne warbeasts, not Minion warbeasts.
- Paingiver models gain Sacrificial Pawn [Minion warrior model].
  (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.)

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 and Minion models:

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

- This army can also include one Minion solo and one Minion unit that will work for the Skorne. These models/units can be included even if they have the Partisan [Skorne] special rule. Minion units in this army can include non-Ranking Officer attachments.

REQUISITION OPTIONS

- One Skorne command attachment
- Three Extoller Novitiate solos
- Two Extoller Soulward solos
- Two Immortal Vessel solos
- One other small- or medium-based Skorne solo

SPECIAL RULES

- Construct models in this army gain Immovable Object.
  (Immovable Object – A model with Immovable Object cannot become knocked down, cannot be placed, and cannot be moved by a push, slam, or throw.)
- Models in this army with a Soul Taker ability each begin the game with one soul token.

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
- Molik Karn
- Tiberion
- Cataphract model/units
- Praetorian models/units
- Paingiver Beast Handler units
- Tyrant Commander & Standard Bearer units
- Ancestral Guardian solos
- Extoller solos
- Mortitheurge Willbreaker solos
- Supreme Guardian battle engines

- This army can also include one Minion solo and one Minion unit that will work for the Skorne. These models/units can be included even if they have the Partisan [Skorne] special rule. Minion units in this army can include non-Ranking Officer attachments.

REQUISITION OPTIONS

- One Tyrant Commander & Standard Bearer unit
- One Skorne command attachment
- Three Extoller Novitiate solos
- Two Extoller Soulward solos
- One other small- or medium-based Skorne solo

SPECIAL RULES

- 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 warrior model in this army, you can choose to have the boxed model be removed from play.

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 combat 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

- This army can also include one Minion solo and one Minion unit that will work for the Skorne. These models/units can be included even if they have the Partisan [Skorne] special rule. Mercenary units in this army can include non-Ranking Officer attachments.

REQUISITION OPTIONS

- One Venator weapon crew unit
- One Skorne command attachment
- Two Extoller Soulward solos
- One other small- or medium-based Skorne solo

SPECIAL RULES

- Weapon crew units in this army gain Reposition [3″].
  (Reposition [3″] – At the end of an activation it did not run or fail a charge, a model with Reposition [3″] can advance up to 3″, then its activation ends.)
- 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.

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
- Non-character warbeasts
- Azrael
- Typhon
- Zuriel
- Blighted Nyss models/units
- Virtue models/units
- Forsaken solos
- Incubi solos
- Spell Martyr solos
- Succubus solos
- Throne of Everblight battle engines
- Blight Archons

- This army can also include one Minion solo and one Minion unit that will work for the Legion. These models/units can be included even if they have the Partisan [Legion] special rule. Minion units in this army can include non-Ranking Officer attachments.

REQUISITION OPTIONS

- One Blighted Nyss weapon crew unit
- One Legion command attachment
- Five Incubi solos
- One other small- or medium-based Legion solo

SPECIAL RULES

- Nephilim warbeasts in this army gain Unyielding.
  (A model with Unyielding gains +2 ARM against melee damage rolls.)
- Warlocks in this army gain Tactician [Blighted Nyss].
  (While in the command range of a friendly model with Tactician [Blighted Nyss], friendly Blighted Nyss models can ignore other friendly Blighted Nyss models when determining LOS. Friendly Blighted Nyss models can advance through other friendly Blighted Nyss models in the command range of a model with Tactician [Blighted Nyss] if they have enough movement to move completely past them.)

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
- Proteus
- Models/units with Magic Ability
- Virtue models/units
- Spawning Vessel units
- Beast Mistress solos
- Blighted Nyss Shepherd solos
- Incubi solos
- Spell Martyr solos
- Blight Archons

- This army can include any number of Minion units, Minion solos, and Minion battle engines that will work for the Legion. These models/units can be included even if they have the Partisan [Legion] special rule.

REQUISITION OPTIONS

- One Legion command attachment
- One Blighted Nyss Sorceress & Hellion solo
- Five Incubi solos
- One other small- or medium-based Legion solo

SPECIAL RULES

- Minion models in this army are Blighted models. When a living small-based Minion warrior model destroyed by an enemy attack, collateral damage, or a continuous effect, you can replace it with an Incubus model as if it were a Faction model.
- When an enemy model ends its activation within 2″ of a Blighted model in this army, the enemy model suffers the corrosion continuous effect.
- Friendly models/units can begin the game affected by the upkeep spells of warlocks in this army. These spells and their targets must be declared before either player deploys their models. Warlocks in this army do not have to pay fury to upkeep their spells during your first turn of the game.

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, Thagrosh. 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 warcasters
- Non-character warbeasts
- Golab
- Blighted Ogrun models/units
- Blighted Rotwing units
- Hellmouth units
- Forsaken solos
- Spell Martyr solos
- Blight Archons

- This army can also include one Minion solo and one Minion unit that will work for the Legion. These models/units can be included even if they have the Partisan [Legion] special rule. Minion units in this army can include non-Ranking Officer attachments.

REQUISITION OPTIONS

- One Hellmouth unit
- One Legion command attachment
- One small- or medium-based Legion solo

SPECIAL RULES

- Blighted Ogrun Warmonger and Blighted Ogrun Warspear units in this army gain Vengeance.
  (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.)

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
- Golab
- Grotesque models/units
- Raptor models/units
- Strider models/units
- Blighted Rotwing units
- Hellmouth units
- Blighted Nyss Sorceress & Hellion solos
- Forsaken solos
- Spell Martyr solos
- Succubus solos
- Blight Archons
- This army can also include one Minion solo and one Minion unit that will work for the Legion. These models/units can be included even if they have the Partisan [Legion] special rule. Minion units in this army can include non-Ranking Officer attachments.

REQUISITION OPTIONS

- Two Harrier lesser warbeasts
- One Legion command attachment
- One Blighted Nyss Sorceress & Hellion solo
- One small- or medium-based Legion solo

SPECIAL RULES

- Lesser warbeasts in this army gain Mark Target.
  (Mark Target – Other friendly Faction models gain +2 to ranged attack rolls against enemy models within 5" of a model with Marked Target and in its LOS.)
- You can reroll your starting roll for the game. Your starting game roll can be rerolled only once as a result of this special rule.

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
- Baron Tonguelick, Lord of Warts
- Cask Imp solos
- Glimmer Imp solos
- Grave Ghoul solos
- Lord Longfellow
- Trapperkin solos
- Weird Wendell, Gremlin Wrangler
- Witchwood solos
- Neigh Slayer Solos
- Death Knell battle engines
- This army can also include one Minion solo and one Minion unit that will work for the Grymkin. These models/units can be included even if they have the Partisan [Grymkin] special rule. Minion units in this army can include non-Ranking Officer attachments.

REQUISITION OPTIONS

- One Malady Man unit
- One Grymkin command attachment
- Two Trapperkin solos
- One Witchwood solo
- One other small- or medium-based Grymkin solo

SPECIAL RULES

- Grymkin warrior models in the army gain Rise.
  (Rise – If a model with Rise is knocked down at the beginning of your Maintenance Phase, it stands up.)
- You can reroll your starting roll for the game. Your starting game roll can be rerolled only once as a result of this special rule.

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
- Malady Man units
- Twilight Sisters
- Baron Tonguelick, Lord of Warts
- Glimmer Imp solos
- Gremlin Swarm solos
- Lady Karianna Rose
- Weird Wendell, Gremlin Wrangler
- Death Knell battle engines

- This army can also include one Minion solo and one Minion unit that will work for the Grymkin. These models/units can be included even if they have the Partisan [Grymkin] special rule. Minion units in this army can include non-Ranking Officer attachments.

REQUISITION OPTIONS

- Two Crabbit lesser warbeasts
- Two Gremlin Swarm solos
- One small- or medium-based Grymkin solo

SPECIAL RULES

- The field allowance of Gremlin Swarm solos in this army becomes 4.
- Gremlin Swarm solos in the army gain Serenity.
  (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.

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
- Boil Master & Spirit Cauldron unit
- Lynus Wesselbaum & Edrea Lloryrr
- Bone Shrine solos
- Dahlia Hallyr & Skarath
- Feralgeist solos
- Primal Archon solos
- Raluk Moorclaw, the Ironmonger
- Totem Hunter solos
- Viktor Pendrake
- Sacral Vault battle engines

REQUISITION OPTIONS

- One Bull Snapper warbeast
- One Boil Master & Spirit Cauldron unit
- Three Feralgeist solos
- Two Gatorman Husk solos
- One other small- or medium-based Minion solo without the Lesser Warlock special rule

SPECIAL RULES

- The field allowance of Gatorman Posse units in this army becomes U.
- Gatorman Posse units in this army gain Snacking.
  (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.

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 Lloryrr
- Alten Ashley
- Brun Cragback & Lug
- Dhunian Archon solos
- Gudrun the Wanderer
- Hutchuk, Ogrun Bounty Hunter
- Lanyssa Ryssyl, Nyss Sorceress
- Raluk Moorclaw, the Ironmonger
- Saxon Orrik
- Scythe
- Swamp Gobber Chef solos
- Viktor Pendrake
- Wolf With No Name
- Meat Thresher battle engines

REQUISITION OPTIONS

- One Farrow weapon crew unit
- One Minion command attachment
- One Efaarit Scout solo
- One small- or medium-based Minion solo without the Lesser Warlock special rule

SPECIAL RULES

- Farrow warbeast models gain Salvage.
  (Salvage – When a warjack is destroyed while in the melee range of a model with Salvage, remove d6 damage points from the model with Salvage. If the destroyed warjack was a heavy warjack or a colossal, remove +3 additional damage points from the model with Salvage.)
- Farrow warrior models in the army gain Rise.
  (Rise – If a model with Rise is knocked down at the beginning of your Maintenance Phase, it stands up.)
- Before models are deployed at the start of the game, you can place two trench terrain features anywhere completely within 20″ of the rear table edge of your deployment zone.

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
- Minion battle engines

REQUISITION OPTIONS

- One Efaarit Scout solo
- Three Feralgeist solos
- One other small- or medium-based Minion solo without the Lesser Warlock special rule

SPECIAL RULES

- Warbeasts in this army gain Overtake.
  (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″.)
- Lesser warlocks in this army can upkeep their spells for free.