

01 - Tinkou

Kaelyssa, Night's Whisper (*7pts) * Banshee (10pts) * Hydra (9pts) Dawnguard Sentinels (Leader and 9 Grunts) (9pts) * Dawnguard Sentinel Officer & Standard (2pts) Arcanist (1pts) Dahlia Hallyr & Skarath (9pts) Mage Hunter Assassin (2pts)	Ravyn, Eternal Light (*6pts) * Hyperion (18pts) * Syls Wyshnalyrr, the Seeker (2pts) Arcantrik Force Generator (10pts) Houseguard Halberdiers (Leader and 9 Grunts) (7pts) * Houseguard Halberdiers Officer & Standard (2pts) Arcanist (1pts) Arcanist (1pts)
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02 - Saturax

Captain E. Dominic Darius (*5pts) * Centurion (9pts) * Ironclad (7pts) * Ironclad (7pts) * Thunderhead (12pts) Captain Arlan Strangeways (2pts) Journeyman Warcaster (3pts)	Lord Commander Stryker (*6pts) * Lancer (6pts) * Gallant (9pts) * Squire (2pts) Precursor Knights (Leader and 9 Grunts) (8pts) * Precursor Knight Officer & Standard (2pts) Stormguard (Leader and 9 Grunts) (9pts) Journeyman Warcaster (3pts) Rhupert Carvolo, Piper of Ord (2pts)
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03 - Aspha

The Old Witch of Khador - WJ: +3 * Conquest - PC: 19 Kovnik Jozef Grigorovich - PC: 2 Widowmaker Marksman - PC: 2 Gorman di Wulfe, Rogue Alchemist - PC: 2 Winter Guard Infantry - Leader & 9 Grunts: 6 * Winter Guard Officer & Standard - Winter Guard Officer & Standard 2 * 1 Rocketeer's: 1 Lady Aiyana & Master Holt - Lady Aiyanna & Master Holt: 4	Vladimir Tzepesci, The Dark Champion - WJ: +5 * War Dog * Beast 09 - PC: 11 Eiryss, Angel of Retribution - PC: 3 Great Bears of Gallowswood - Volkov, Kolsk, Yarovich: 5 Greylord Ternion - Leader & 2 Grunts: 4 Kayazy Assassins - Leader & 9 Grunts: 8 * Kayazy Assassin Underboss - Underboss 2 Man-O-War Demolition Corps - Leader & 2 Grunts: 6
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04 - Dhono

<p>Warwitch Deneghra - WJ: +5</p> <ul style="list-style-type: none"> - Skarlock Thrall - Deathripper - PC: 4 - Deathripper - PC: 4 <p>Warwitch Siren - PC: 2</p> <p>Bane Lord Tartarus - PC: 4</p> <p>Bane Thralls - Leader & 5 Grunts: 5</p> <ul style="list-style-type: none"> - Bane Thrall Officer & Standard - Bane Thrall Officer & Standard 3 <p>Blackbane's Ghost Raiders - Blackbane and 5 Ghost Raiders: 6</p> <p>Bane Knights - Leader & 9 Grunts: 10</p>	<p>Asphyxious the Hellbringer - WJ: +4 - TIER 3</p> <ul style="list-style-type: none"> - Vociferon - Cankerworm - PC: 5 - Malice - PC: 9 - Harrower - PC: 10 <p>Pistol Wraith - PC: 3</p> <p>Mechanithralls - Leader & 5 Grunts: 3</p> <ul style="list-style-type: none"> - 2 Brute Thrall's: 2 <p>Necrosurgeon & Stitch Thralls - Necrosurgeon & 3 Grunts: 2</p> <p>The Withershadow Combine - Malevolus, Admonia, & Tremulus: 5</p> <p>--</p> <p><i>(1) Add a Necrotech solo free of cost for each helljack or colossal in the army. These solos ignore FA restrictions.</i></p> <p><i>(2) Pistol Wraith solos gain Advance Deployment.</i></p> <p><i>(3) For each unit in the army, one model can begin the game with a corpse or soul token.</i></p>
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05 - Adrienflor

<p>Major Victoria Haley (*5pts)</p> <ul style="list-style-type: none"> * Thunderhead (12pts) <p>Arcane Tempest Gun Mages (Leader and 5 Grunts) (6pts)</p> <ul style="list-style-type: none"> * Arcane Tempest Gun Mage Officer (2pts) * Hunter (6pts) <p>Stormblade Infantry (Leader and 5 Grunts) (5pts)</p> <ul style="list-style-type: none"> * Stormblade Infantry Officer & Standard (3pts) * 3 Stormblade Infantry Storm Gunner (3pts) <p>Captain Arlan Strangewayes (2pts)</p> <p>Stormsmith Stormcaller (1pts)</p>	<p>Lieutenant Allister Caine (*6pts)</p> <ul style="list-style-type: none"> * Avenger (9pts) <p>Arcane Tempest Gun Mages (Leader and 5 Grunts) (5pts)</p> <ul style="list-style-type: none"> * Arcane Tempest Gun Mage Officer (0pts) * Hunter (6pts) <p>Arcane Tempest Gun Mages (Leader and 5 Grunts) (5pts)</p> <ul style="list-style-type: none"> * Arcane Tempest Gun Mage Officer (2pts) <p>Black 13th Gun Mage Strike Team (4pts)</p> <p>Tempest Blazers (Leader and 4 Grunts) (10pts)</p>
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06 - Kerk

<p>Baldur the Stonecleaver (*6pts)</p> <ul style="list-style-type: none"> * Gorax (4pts) * Warpwolf Stalker (10pts) * Druid Wilder (2pts) <p>Cylena Raefyll & Nyss Hunters (Cylena and 9 Grunts) (10pts)</p> <p>Druids of Orboros (Leader and 5 Grunts) (7pts)</p> <ul style="list-style-type: none"> * Druid of Orboros Overseer (2pts) <p>Shifting Stones (2pts)</p> <ul style="list-style-type: none"> * Stone keeper (1pts) <p>Gatorman Witch Doctor (3pts)</p>	<p>Kromac the Ravenous (*4pts)</p> <ul style="list-style-type: none"> * Warpwolf Stalker (10pts) * Ghetorix (11pts) * Druid Wilder (2pts) <p>Shifting Stones (2pts)</p> <ul style="list-style-type: none"> * Stone keeper (1pts) <p>Shifting Stones (2pts)</p> <p>Stoneward and 5 Woldstalkers (5pts)</p> <p>Swamp Gobber Bellows Crew (Leader and 1 Grunt) (1pts)</p> <p>Warpborn Skinwalkers (Leader and 2 Grunts) (5pts)</p>
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07 - Khaelein

Pirate Queen Skarre (*6pts) * Reaper (7pts) * Skarlock Thrall (2pts) Bane Thralls (Leader and 9 Grunts) (8pts) Bane Lord Tartarus (4pts) Mechanithralls (Leader and 5 Grunts) (3pts) * Skarlock Commander (1pts) Satyxis Raiders (Leader and 9 Grunts) (8pts) * Satyxis Raider Sea Witch (2pts) Satyxis Raider Captain (2pts) Ogrun Bokur (3pts) 3 Scrap Thrall (1pts)	Warwitch Deneghra (*5pts) * Deathripper (4pts) * Nightwretch (4pts) * Deathjack (12pts) Bane Thralls (Leader and 5 Grunts) (5pts) Bile Thralls (Leader and 5 Grunts) (5pts) Black Ogrun Boarding Party (Leader and 2 Grunts) (4pts) Pistol Wraith (3pts) Pistol Wraith (3pts)
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08 - Leader91

Kommander Orsus Zoktavir - WJ: +6 * War Dog * Devastator - PC: 9 Fenris - PC: 5 Madelyn Corbeau, Ordic Courtesan - PC: 2 Harlan Versh, Illuminated One - PC: 2 Doom Reavers - Leader & 5 Grunts: 6 Widowmakers - Leader & 3 Grunts: 4 Kayazy Eliminators - Leader & Grunt: 3 Greyford Ternion - Leader & 2 Grunts: 4 Great Bears of Gallowood - Volkov, Kolsk, Yarovich: 5	Supreme Kommandant Iruks - WJ: +5 * Syls Wysnalyrr, The Seeker * Spriggan - PC: 10 Reinholdt, Gobber Speculator - PC: 1 Iron Fang Kovnik - PC: 2 Eiryss, Angel of Retribution - PC: 3 Man-O-War Shocktroopers - Leader & 4 Grunts: 9 Kayazy Eliminators - Leader & Grunt: 3 Winter Guard Mortar Crew - Leader & 1 Grunt: 3 Iron Fang Pikemen - Leader & 5 Grunts: 5 * Iron Fang Officer & Standard - Iron Fang Officer & Standard 2
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09 - Carcous

Absylonia, Terror of Everblight (*5pts) * Harrier (2pts) * Naga Nightlurker (5pts) * Raek (4pts) * Shredder (2pts) * Stinger (2pts) * Angelius (8pts) * Typhon (11pts) Spawning Vessel (Leader and 3 Grunts) (2pts) The Forsaken (2pts) The Forsaken (2pts)	Thagrosh, the Messiah (*3pts) * Raek (4pts) * Shredder (2pts) * Shredder (2pts) * Shredder (2pts) * Carnivean (11pts) Blighted Ogrun Warspears (Leader and 4 Grunts) (8pts) * Warspear Chieftan (2pts) Spawning Vessel (Leader and 5 Grunts) (3pts) Blighted Nyss Shepherd (1pts) 1 Spell Martyr (1pts) The Forsaken (2pts)
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10 - Ridhvaan

Bethayne & Belpagor (*3pts) * Shredder (2pts) * Carnivean (11pts) * Ravagore (10pts) Throne of Everblight (9pts) Blackfrost Shard (5pts) Blighted Nyss Shepherd (1pts)	Thagrosh, Prophet of Everblight (*5pts) * Angelius (9pts) * Carnivean (11pts) * Ravagore (10pts) Blighted Ogrun Warspears (Leader and 4 Grunts) (8pts) * Warspear Chieftan (2pts)
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11 - Sechs

Thagrosh, Prophet of Everblight (*5pts) * Shredder (2pts) * Scythean (9pts) * Scythean (9pts) Blighted Nyss Hex Hunters (Leader and 5 Grunts) (5pts) Blighted Nyss Hex Hunters (Leader and 5 Grunts) (5pts) Blighted Nyss Raptors (Leader and 2 Grunts) (6pts) Blighted Nyss Shepherd (1pts) 1 Spell Martyr (1pts) Strider Deathstalker (2pts)	Saeryn, Omen of Everblight (*5pts) * Shredder (2pts) * Angelius (9pts) * Scythean (9pts) Blackfrost Shard (5pts) Blighted Nyss Hex Hunters (Leader and 5 Grunts) (5pts) Blighted Nyss Hex Hunters (Leader and 5 Grunts) (5pts) Blighted Nyss Shepherd (1pts) 2 Spell Martyrs (2pts) Succubus (2pts)
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12 - Zargar

Lord Commander Stryker (*6pts) * Lancer (6pts) * Ol' Rowdy (9pts) Black 13th Gun Mage Strike Team (4pts) Horgenhold Forge Guard (Leader and 9 Grunts) (8pts) * Captain Jonas Murdoch (2pts) Stormguard (Leader and 9 Grunts) (9pts) Journeyman Warcaster (3pts)	Major Markus 'Siege' Brisbane (*5pts) * Defender (9pts) * Squire (2pts) Arcane Tempest Gun Mages (Leader and 5 Grunts) (6pts) * Arcane Tempest Gun Mage Officer (2pts) Horgenhold Forge Guard (Leader and 9 Grunts) (8pts) Rangers (5pts) Tactical Arcanist Corps (4pts) Journeyman Warcaster (3pts) Reinholdt, Gobber Speculator (1pts)
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13 - Zul

Iron Lich Asphyxious (*6pts) * Nightwretch (4pts) * Reaper (7pts) * Seether (9pts) * Skarlock Thrall (2pts) Soulhunters (Leader and 4 Grunts) (9pts) Darragh Wrathe (4pts) Machine Wraith (1pts) Pistol Wraith (3pts) Warwitch Siren (2pts)	Warwitch Deneghra (*5pts) * Nightwretch (4pts) * Nightwretch (4pts) * Reaper (7pts) * Skarlock Thrall (2pts) Cephalyx Overlords (4pts) Satyxis Raiders (Leader and 9 Grunts) (8pts) * Satyxis Raider Sea Witch (2pts) The Withersshadow Combine (5pts) Satyxis Raider Captain (2pts) Warwitch Siren (2pts)
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14 - GTsoul

Archdomina Makeda (*5pts) * Cyclops Brute (5pts) * Cyclops Savage (5pts) * Titan Sentry (9pts) * Aptimus Marketh (3pts) Paingiver Beast Handlers (Leader and 3 Grunts) (2pts) Praetorian Swordsmen (Leader and 5 Grunts) (4pts) Swamp Gobber Bellows Crew (Leader and 1 Grunt) (1pts) Agonizer (2pts) Bloodrunner Master Tormentor (2pts) Extoler Soulward (2pts) Feralgeist (1pts) Hakaar the Destroyer (4pts)	Lord Tyrant Hexeris (*6pts) * Cyclops Brute (5pts) * Cyclops Savage (5pts) * Razorworm (4pts) * Titan Gladiator (8pts) Paingiver Beast Handlers (Leader and 3 Grunts) (2pts) Praetorian Swordsmen (Leader and 5 Grunts) (4pts) Swamp Gobber Bellows Crew (Leader and 1 Grunt) (1pts) Venators Reivers (Leader and 5 Grunts) (5pts) Agonizer (2pts) Bloodrunner Master Tormentor (2pts) Feralgeist (1pts) Void Spirit (2pts)
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15 - Chop'

Major Markus "Siege" Brisbane - WJ: +5 * Squire * Defender - PC: 9 Reinholdt, Gobber Speculator - PC: 1 Gorman di Wulfe, Rogue Alchemist - PC: 2 Stormsmith Stormcaller - PC: 1 Rangers - Leader & Grunts: 5 Tempest Blazers - Leader & 2 Grunts: 6 Lady Aiyana & Master Holt - Lady Aiyanna & Master Holt: 4 Cylena Raefyll & Nyss Hunters - Cylena & 9 Grunts: 10	Major Victoria Haley - WJ: +5 * Squire * Stormwall - PC: 19 * Lightning Pod Rupert Carvolo, Piper of Ord - PC: 2 Journeyman Warcaster - PC: 3 Black 13th Gun Mage Strike Team - Lynch, Ryan & Watts: 4 Precursor Knights - Leader & 9 Grunts: 8 * Precursor Knight Officer & Standard Bearer - PC: 2
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16 - PA

Kommander Strakhov (*6pts) * Spriggan (10pts) * War dog (1pts) Doom Reavers (Leader and 5 Grunts) (6pts) * Greylord Escort (2pts) Iron Fang Pikemen (Leader and 9 Grunts) (8pts) * Iron Fang Pikemen Officer & Standard (2pts) Eyriss, Angel of Retribution (3pts) Lady Aiyana & Master Holt (4pts) Man-o-war Drakhun (with dismount) (5pts)	Forward Kommander Sorscha (*6pts) * Conquest (19pts) * Syls Wyshnalyrr, the Seeker (2pts) Great Bears of Gallowswood (5pts) Winter Guard Infantry (Leader and 9 Grunts) (6pts) * Winter Guard Infantry Officer & Standard (2pts) * 2 Winter Guard Infantry Rocketeers (2pts) Koldun Lord (2pts) Kovnik Jozef Grigorovich (2pts) Reinholt, Gobber speculator (1pt)
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17 - Komikaz

Master Ascetic Naaresh (*6pts) - TIER 4 * Basilisk Krea (4pts) * Archidon (7pts) * Archidon (7pts) * Archidon (7pts) Nihilators (Leader and 5 Grunts) (5pts) Nihilators (Leader and 5 Grunts) (5pts) Paingiver Beast Handlers (Leader and 3 Grunts) (2pts) Paingiver Beast Handlers (Leader and 3 Grunts) (2pts) Agonizer (2pts) -- (1) Nihilators units and Paingivers Beast Handler units become FA:U. (2) Nihilators Units gain Advance Move. (3) Friendly models/units can begin the game affected by Naaresh's Upkeep Spells. Naaresh does not pay fury to Upkeep these spells on your first turn. (4) Models in Naaresh battlegroup gain +2 SPD during your first turn of the game.	Master Tormentor Morghoul (*7pts) - TIER 4 * Cyclops Brute (5pts) * Cyclops Savage (5pts) * Bronzeback Titan (9pts) * Titan Gladiator (7pts) Cataphract Arcuarii (Leader and 3 Grunts) (6pts) Cataphract Arcuarii (Leader and 3 Grunts) (6pts) Paingiver Beast Handlers (Leader and 3 Grunts) (2pts) Paingiver Beast Handlers (Leader and 3 Grunts) (2pts) -- (1) Paingivers units become FA:U - Additionally, everything gets Pathfinder during your first turn. (2) Cataphract Arcuarii units gain Advance Deployment. (3) Reduce the point cost of heavy Warbeasts by 1. (4) Your Deployment Zone is extended 2" forward.
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