Colossal Warfare provides WARMACHINE High Command players access to the biggest, baddest warjacks and warriors in High Command—colossals and battle engines. Much like Gargantuan Might for Hordes High Command, this expansion gives players expensive yet powerful new options for their Cygnar, Protectorate of Menoth, Khador, and Cryx reinforcement decks, along with new resource cards that make it a bit easier to deploy these massive machines of war. Each faction gains a new warcaster card as well as five copies each of four new army cards players can use to customize their detachments.

These colored pips represent the maximum number of times a card can appear in a particular detachment.
**Cygnar**

There is no shortage of high Power and Health stats in Colossal Warfare, but Cygnar brings more defensive tech to the table than any of the other three factions. The Stormwall cuts down on opposing Power slightly, while the Storm Strider shuts down loads of synergistic enemy Power buffs. Meanwhile, the Storm Lance Platoon brings pure offense and is one of the best cards in the game for assaulting an occupied location.

**Warcaster**
- Captain E Dominic Darius

**Reinforcements**
- Stormwall
- Storm Chamber Research
- Storm Lance Platoon
- Storm Strider

**Protectorate of Menoth**

The Judicator emphasizes the Protectorate theme of building an efficient deck and swarming locations with low- to moderately costed cards (like the Exemplar Vengers Phalanx). Its Reliquary ability can keep it surrounded with Crusaders until the location is captured for the Creator of Man. Speaking of efficient costs, for a reasonable 6 CMD, the Vessel of Judgment packs 2 CMD or WAR, 2 VPs, and respectable combat capabilities.

**Warcaster**
- The Harbinger of Menoth

**Reinforcements**
- Judicator
- Whispers of Menoth
- Exemplar Vengers Phalanx
- Vessel of Judgment
KHADOR

Between Karchev the Terrible, the Conquest, and the Winter Guard Gun Carriage, Colossal Warfare brings a ton of new heavy hitters to the Khadoran arsenal. Invasion of Sul took Khador a step toward a leaner fighting style, but Colossal Warfare is a big return to the Khadoran roots of massive Health, massive damage, and massive purchase costs. It’s a good thing the Prikaz Chancellery Initiative card came along when it did!

WARCASTER

• Karchev the Terrible

REINFORCEMENTS

• Conquest
• Prikaz Chancellery Initiative
• Iron Fang Uhlans
• Winter Guard Gun Carriage

CRYX

As much as I’d like to say “Incorporeal battle engine” and then drop the mic for the Cryx Colossal Warfare entry, there’s so much more to this release! Venethrax brings a versatile yet subtle new feat to High Command, and the Kraken can eat your opponents’ warrior cards. Those cards stay beneath the Kraken card, adding to its Power, and they don’t return to your opponent’s discard pile until the Kraken is destroyed.

WARCASTER

• Lich Lord Venethrax

REINFORCEMENTS

• Kraken
• Death’s Harvest
• Bane Riders Cadre
• Wraith Engine