By David “DC” Carl

Into the Breach builds on the content of WARMACHINE High Command and The Big Guns to expand the arsenals of Cygnar, the Protectorate of Menoth, Khador, and Cryx by focusing on the theme of trench warfare in the Iron Kingdoms and featuring a number of cards designed to break through the enemy lines no matter their defenses.

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

Cygna gains a couple of additional Trencher card types, including one with the new Assassinate ability. When you attack with a lone Assassinate card, you skip the attack at that location altogether to dispatch a vulnerable warrior card. *Into the Breach* also brings Cygna two exceptionally sturdy warjacks that can hold the line against all but the most determined foes.

**Warcaster**

- Constance Blaize, Knight of the Prophet

**Reinforcements**

- Centurion
- Sentinel
- Trencher Commando Team
- Trencher Scattergunner Team

**Protectorate of Menoth**

With an efficient offensive warjack, a card with the new Assassinate ability described above, and the lowest-cost Fire card to date (*with* a victory point, no less), what else could Protectorate players want? The Castigator, that’s what. The Castigator’s Combustion ability combines with Fire to allow you to take a 3-Health card out of the fight before the battle even begins.

**Warcaster**

- High Executioner Servath Reznik

**Reinforcements**

- Castigator
- Daughters of the Flame
- Dervish
- Flameguard Cleanser Phalanx
KHADOR

*Into the Breach* offers players a number of alternate options for sturdy Khador decks laden with victory points, and it also introduces the Assault Kommando Kompanny with its Alchemical Mask ability. Discard-oriented strategies can be devastating to Khador decks, but Assault Kommando Kompanny can stop that strategy cold.

WARCASTER

- Kommander Harkevich, The Iron Wolf

REINFORCEMENTS

- Assault Kommando Kompany
- Devastator
- Kommando Flamethrower Kompany
- Marauder

CRYX

The Cryx *Into the Breach* cards really run the gamut. From the raw efficiency of Corruptors with their 2 victory points and card advantage mechanic due to their Distillation ability, to the new thralls and revenants for the more thematic and synergistic reinforcement decks, there’s something here for everyone.

WARCASTER

- Master Necrotech Mortenebra

REINFORCEMENTS

- Atramentous Revenant Crew
- Bile Thrall Horde
- Corruptor
- Scavenger