

# THE DWEGHOM

## SUPREMACY ABILITIES

*Each type of Character grants a different Supremacy Ability if chosen as your Warlord.*

### ARDENT KERAWEGH

**Righteous Annihilation:** Your Regiments add 2 to their Charge distance until the End of the Turn.

### TEMPERED SORCERER

**Elemental Puissance:** Your Sorcerer gains one additional action per Activation. Note that this allows him to perform two identical actions per Activation.

### TEMPERED STEELSHAPER

**Living Metal:** Instantly Heal each of your Regiments for 4 wounds.

### HOLD RAEKH

**The Enduring Mountain:** Your Regiments ignore one (1) point of Cleave or one (1) point of Armor Piercing from Enemy Attacks for the Turn this Supremacy Ability was activated.

## CHARACTERS

You may include any number of Characters, but at least one character must be included as your Warlord.

### ARDENT KERAWEGH

70 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Ardent Kerawegh	Infantry	Medium	5	1	2	4	4	4	3	0	Character, Priest(5)

**Draw Event:** None

**Number of Stands:** 1

**Models per Stand:** 1

#### Options:

**Relics:** May have a single Relic at the indicated points cost.

**Spells:** Must have at least one Spell from the following list:

*Dismay* 60 points

*Resolve* 50 points

#### Warband:

*Mainstay:* Hold Warriors  
Hold Ballistae  
Initiates  
Wardens

*Restricted:* Stone Sentinels  
Flame Berserkers

#### Retinue:

*Tactical* Available

*Combat* Available

*Magic* Restricted

**Masteries:** Tactical, Combat, Arcane

**TEMPERED SORCERER****70 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Tempered Sorcerer	Infantry	Light	5	3	2	3	4	3	2	0	Character, Wizard (6) Barrage 4 (20")

**Draw Event:** None**Number of Stands:** 1**Models per Stand:** 1**Options:****Relics:** May have a single Relic at the indicated points cost.**Spells:** Must choose one of the Schools presented below, and then must choose one or more Spells from that school:**Fire***Flame Wall* 30 points*Fireball* 25 points*Coruscation* 15 points**Earth***Broken Ground* 40 points*Roots of Stone* 35 points*Rock Shaping* 30 points**Magma***Eruption* 60 points*Magmatic Seep* 60 points*Pyroclast* 50 points**Warband:***Mainstay:* *Hold Warriors**Hold Ballistae**Stoneforged**Flameforged**Restricted:* *Inferno Automata**Hellbringer Drake***Retinue:***Tactical* *Restricted**Combat* *Not Available**Magic* *Available***Masteries:** *Tactical, Arcane*

**TEMPERED STEELSHAPER****80 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Tempered Steelshaper	Infantry	Medium	5	3	2	4	4	3	4	0	Character, Wizard (5) Barrage 4 (20")

**Draw Event:** None**Number of Stands:** 1**Models per Stand:** 1**Options:****Relics:** May have a single Relic at the indicated points cost.**Spells:** Must have at least one Spell from the following list:*Unmake Armour* 35 points*Hone Blades* 30 points*Temper Plate* 20 points**Warband:**

*Mainstay:* Hold Warriors  
 Hold Ballistae  
 Stoneforged  
 Flameforged

*Restricted:* Steelforged**Retinue:**Tactical *Not Available*Combat *Restricted*Magic *Available***Masteries:** *Combat, Arcane*

**HOLD RAEGH****80 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Hold Raegh	Infantry	Heavy	5	1	4	6	4	5	4	0	Character, Cleave (1)

**Draw Event:** None**Number of Stands:** 1**Models per Stand:** 1**Options:****Relics:** May have a single Relic at the indicated points cost.**Warband:**

*Mainstay:* Hold Warriors  
Hold Ballistae  
Hold Thanes

*Restricted:* Dragonslayers  
Stoneforged  
Flameforged  
Ironclad Drake

**Also, if your Army includes at least one Hold Raegh, one Infantry Regiment may include a Mnemancer Apprentice.**

*Mnemancer Apprentice* 40 points

**Retinue:**

*Tactical* Restricted  
*Combat* Available  
*Magic* Not Available

**Masteries:** *Tactical, Combat*

## REGIMENTS

You may include Regiments as part of your Characters' Warband.

### FLAME BERSERKERS

170 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Flame Berserkers	Infantry	Light	5	1	3	1	1	5	3	0	Aura of Death, Flurry

**Draw Event:** None

**Number of Stands:** 3

**Models per Stand:** 4

**Options:**

*Additional Stand* 55 points per Stand

*Standard Bearer* 25 points

*Leader* 25 points

### HOLD BALLISTAE

150 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Hold Ballistae	Infantry	Light	5	2	1	1	1	2	2	0	Barrage 1 (24", Armor Piercing 1), Shield

**Draw Event:** None

**Number of Stands:** 3

**Models per Stand:** 4

**Options:**

*Additional Stand* 50 points per Stand

*Standard Bearer* 15 points

*Leader* 15 points

Any Hold Ballistae Regiment may also have ONE of the options presented below:

*Herald of Fire* 20 points

*Herald of Magma* 20 points

*Herald of Stone* 20 points

*Priest* 10 points

**FIREFORGED****210 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Fireforged	Infantry	Medium	5	2	2	1	1	4	4	0	Shield, Barrage 1 (16", Armor Piercing 2)

<b>Draw Event:</b>	None	<b>Options:</b>	
<b>Number of Stands:</b>	3	<i>Additional Stand</i>	<i>70 points per Stand</i>
<b>Models per Stand:</b>	4	<i>Leader</i>	<i>15 points</i>
		<i>Standard Bearer</i>	<i>15 points</i>

Any Fireforged Regiment may also have ONE of the options presented below:

<i>Herald of Fire</i>	<i>50 points</i>
<i>Flamecaster</i>	<i>25 points</i>

**HOLD WARRIORS****120 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Hold Warriors	Infantry	Medium	5	1	2	1	1	2	2	0	Shield

<b>Draw Event:</b>	None	<b>Options:</b>	
<b>Number of Stands:</b>	3	<i>Additional Stand</i>	<i>40 points per Stand</i>
<b>Models per Stand:</b>	4	<i>Standard Bearer</i>	<i>20 points</i>
		<i>Exemplar</i>	<i>25 points</i>
		<i>Leader</i>	<i>10 points</i>

Any Hold Warriors Regiment may also have ONE of the options presented below:

<i>Herald of Fire</i>	<i>50 points</i>	<i>Herald of Stone</i>	<i>50 points</i>
<i>Herald of Magma</i>	<i>50 points</i>	<i>Priest</i>	<i>20 points</i>

**INITIATES****150 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Initiates	Infantry	Medium	5	1	2	1	1	3	3	0	Devout, Shield, Support

<b>Draw Event:</b>	None
<b>Number of Stands:</b>	3
<b>Models per Stand:</b>	4

<b>Options:</b>	
<i>Additional Stand</i>	<i>50 points per Stand</i>
<i>Standard Bearer</i>	<i>20 points</i>
<i>Leader</i>	<i>10 points</i>
<i>Priest</i>	<i>15 points</i>

**WARDENS****190 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Wardens	Infantry	Medium	5	1	3	1	1	4	3	0	Devout, Cleave 1, Flurry, Fearless

**Draw Event:** None**Options:****Number of Stands:** 3 *Additional Stand* 60 points per Stand**Models per Stand:** 4 *Standard Bearer* 15 points*Leader* 20 points*Priest* 20 points**DRAGONSLAYERS****230 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Dragonslayers	Infantry	Heavy	5	1	4	1	1	4	4	2	Cleave 4

**Draw Event:** None**Number of Stands:** 3**Models per Stand:** 4**Options:***Additional Stand* 75 points per Stand*Standard Bearer* 25 points*Leader* 20 points**HOLD THANES****180 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Hold Thanes	Infantry	Heavy	5	1	3	1	1	3	3	0	Cleave 1, Shield

**Draw Event:** None**Number of Stands:** 3**Models per Stand:** 4**Options:***Additional Stand* 60 points per Stand*Standard Bearer* 20 points*Leader* 20 points**Any Hold Thanes Regiment may also have ONE of the options presented below:***Herald of Fire* 50 points*Herald of Magma* 50 points*Herald of Stone* 50 points*Priest* 20 points



**STONEFORGED****240 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Stoneforged	Infantry	Heavy	5	1	3	1	1	5	5	0	Relentless Blows

**Draw Event:** None**Number of Stands:** 3**Models per Stand:** 4**Options:***Additional Stand* 80 points per Stand*Standard Bearer* 25 points*Leader* 25 points**STONE SENTINELS****300 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Stone Sentinels	Infantry	Heavy	5	1	3	1	2	4	4	1	Forward Deployment, Shield, Support, Vanguard

**Draw Event:** None**Number of Stands:** 3**Models per Stand:** 4**Options:***Additional Stand* 100 points per Stand*Standard Bearer* 25 points*Leader* 20 points**INFERNO AUTOMATA****200 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Inferno Automata	Brute	Light	8	2	3	4	4	3	3	1	Aura of Death, Fearsome Fluid Formation

**Number of Stands:** 3**Models per Stand:** 1**Options:***Additional Stand*

65 points per Stand

**STEELFORGED****210 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Steelforged	Brute	Medium	6	1	2	4	4	4	5	2	Cleave 1, Fearsome

**Draw Event:** Flux-Powered**Number of Stands:** 3**Models per Stand:** 1**Options:***Additional Stand* 70 points per Stand*Standard Bearer* 25 points*Leader* 25 points**HELLBRINGER DRAKE****180 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Hellbringer Drake	Monster	Medium	8	2	1	8	10	3	3	2	Cleave 1, Terrifying, Barrage 10 (20"), Overcharge)

**Draw Event:** None**Number of Stands:** 1**Models per Stand:** 1**IRONCLAD DRAKE****210 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Ironclad Drake	Monster	Heavy	8	2	3	10	12	3	4	2	Cleave 2, Terrifying

**Draw Event:** None**Number of Stands:** 1**Models per Stand:** 1

## COMMAND MODELS

*Certain Regiments have the option of taking Command Models. Each Regiment may only take each Command Model once. If the Command Model is removed as a casualty, all benefits are lost.*

### **Exemplar**

While the Exemplar is alive, Stands in the Regiment have +1 Resolve. In addition, any Character in the Regiment has +1 Defence while fighting a Duel Action.

### **Herald of Fire (One per Army)**

While the Herald of Fire is alive, Stands in the Regiment have the Fury Draw Event. In addition, any Character in the Regiment has +1 Clash while fighting a Duel Action.

### **Herald of Magma (One per Army)**

While the Herald of Magma is alive, Stands in the Regiment have the Aura of Death special rule. In addition, any Character in the Regiment has +1 Attack while fighting a Duel Action.

### **Herald of Stone (One per Army)**

While the Herald of Stone is alive, Stands in the Regiment have the Bastion Draw Event. In addition, any Character in the Regiment has +1 Defence while fighting a Duel Action.

### **Mnemancer Apprentice (One per Army)**

While the Mnemancer is alive, Stands in the Regiment have the Fearless special rule and +1 Resolve. An army can only include a single Mnemancer. In addition, any Character in the Regiment has the Flurry and Cleave special rules while fighting a Duel Action.

### **Priest**

While the Priest is alive, Stands in the Regiment have the Fearless special rule.

### **Flamecaster**

While the Flamecaster is alive, Stands in the Regiment have the Torrential Fire special rule if the Target is within 8".

## RELICS

Each Relic may only be included in your Army once.

### BANNERS

#### **Mnemancer's Eye**

**50pts**

*Carrying this standard offers a simple and ironclad promise: the Mnemancers will be watching. Whether a promise or a threat, whether to victory, defeat or death, the deeds of those carrying this banner will be Remembered.*

The Character Stand and its Regiment gain +1 Resolve and the Fearless Special Rule. Should the Character Stand seek New Escort, the new Regiment receives the bonus and the old Regiment loses it.

#### **'Until We Have To'**

**15 points**

*The Memory of Ordhama, Mother of her Clan, is remembered by all Dweghom. When she informed her following that they must hold Gheorzmosh the Eldest pinned in the swamps of Ishk, she was asked by them how long. Her answer is today an order which, when given, cannot be misinterpreted.*

The Character's Regiment has +2 Defence while at least half of its Stands are within Zonal Terrain.

### ARMORS

#### **The Crown of Ushkelodh**

**50 points**

*The rule of the Flame Berserker Ushkelodh as King of Ognisros was violent, glorious and short lived. The same can be said for all who dare wear his onyx helmet to this day.*

The Character and currently joined Regiment have the Burnout Draw Event.

#### **Champion's Horns**

**15 points**

*One's worth includes one's following. This simple Dweghom proverb is no mere saying. When a Dweghom is worthy enough to lead, a large following will make sure that the most worthy among them can deliver as much pain*

*to the enemy as he or she can.*

The Character has +2 Attacks if his Regiment consists of at least 4 Stands.

#### **Arena Champion**

**10 points**

*The Memory Arenas are where Dweghom settle amicably their differences before Mnemancer judges, amicably meaning that duels are not usually to the death. Be it as challenged, challenger or both, this character has spent most of their time fighting their peers in duels and there is no substitute for experience.*

During a Duel Action, the Character re-rolls fail To Hit rolls.

#### **Memory of Stone**

**10 points**

*Humans confuse Mnemancy with elaborate record keeping but the true art of Mnemancy can infuse an object with memories of people and elements alike. Remind a piece of armor the earth it came from and it breaks no easier than the solid rock that birthed it.*

The Character has +1 Wound.

#### **Steel Enhancements**

**10 points**

*The epitome of alloys created by the Steelshapers, Dweghom Steel is considered the most durable material known to this age, second only to the fabled Sillubaster. While a full Steel Plate armor set is a treasure of Kings, Thanes may carry or reward their most worthy men with special Steel Enhancements.*

The Character has +1 Defence.

### WEAPONS

#### **Draegbhrud**

**25 points**

*No Dweghom blade is forged as a Draegbhrud, a Dragonkiller. There are only blades that already have killed dragons. Be it because they were baptized in dragon blood or because their wielders are fueled by the weight and honor of*

wielding it, no armor can withstand the might of such a weapon.

The Character's Clash Attacks have the Cleave (3) special rule.

**Perfectly Balanced** **20 points**

*Unlike the vast majority of weapons forged by automata, some Dweghom either forge their own weapons or have them made by Dweghom smiths. They are neither enhanced nor special in some way, they are simply exactly as they should be, one blow leading naturally to the next.*

The Character has the Flurry special rule.

**Flaming Weapon** **15 points**

*Either a salvaged Flame Berserker axe or a replica weapon designed by Sorcerers, these weapons carry clash with fire and liquid flame with every blow.*

The Character has +1 Clash and the Cleave 1 special rule.

**Obsidian Grafts** **15 points**

*While few understand the origin and craftsmanship of the Flame Berserker obsidian grafts, it is often thought that their unnatural endurance can be attributed in part to these implants. Similar implants, only partly replicating Berserker grafts, or repurposed used ones can be acquired by those of enough Aghm.*

The Character re-rolls failed Injury Rolls.

## TALISMANS

**Gifted in Fire** **20 points**

*Control is not the main characteristic of those Gifted with the element of Fire. By they trained in sorcery or not, in the heat of battle, these individuals bring their own, often without realizing it, and their reflexes flare beyond what is natural.*

The Character has the Aura of Death special rule and +1 Evasion.

**Slayer's Brand** **20 points**

*While Ardent have to, many chose to perform the Dheukorro, to descend to the bowels of the world and face what awaits there. An ascendant from*

*the Dheukorro, this character has returned with the head of a monstrosity, proving their ability to fight monsters as their equal.*

The Character has the Fiend Hunter special rule.

**The Flame Flickers** **20pts**

*"No one knows how a flame's tongue will move". This simple Dweghom proverb is inscribed on the obsidian talisman in Mnemantic runes. Infused with Memories of Fire, the talisman, once broken, will flare the user's reflexes to an almost supernatural level.*

Once per game, the Character Stand may activate this item during a Duel. The Character Stand gains +2 Evasion for the duration of that Duel.

**Remembered** **15 points**

*The Memory of this one is carved in the mind of his enemies, even those not Dweghom. It is not for his painting talent or his poetic eloquence.*

The Character has the Fearsome special rule.

**Remembrance of the Core** **15pts**

*Forged in the deepest and mightiest of a Hold's smelting pots and cast from the dregs of a thousand blades, this lump of iron carries a sympathetic link to all of the weapons forged thereafter. Any sorceries cast on it are applied to those weapons it is bound to, but the power is too great for this to last.*

Once per game, the Character Stand may spend an Action to use this item. The Character Stand and any friendly Regiments within 6" of it reduce the Cleave Special Rule of enemy Regiments in contact by 1 point until the end of Turn.

## ARCANE

**Invocation of the Shattering** **45pts**  
**(Ardent Kerawegh Warlord only)**

*It is the nature of the Kerawegh, to hear the echoes of all wars ever waged, to invoke the power of each battle ever fought. But while there are many wars and many battles, there is one achievement none but the Dweghom can claim:*

to have broken the world.

The Character Stand gains this Supremacy Ability in addition to any other one: Until the end of this Turn, the Character Stand and any friendly Regiment's Clash rolls within 6" ignore enemy Defense values when rolling an unmodified "1".

**Heart of the Mountain** **25pts**

*None outside the Dweghom know what it is they call "the Heart of the Mountain", even though the phrase is inscribed in almost all Dweghom Hold entrances. Some claim it is the relic of the Dragon they slew, others a core of Sillubaster in every mountain's roots. Whatever it is, Dweghom can channel their spells through it with great difficulty but shielding it from any obstacle.*

Once per game, the Character Stand may spend an Action to activate this item. You may perform one additional Spellcasting Action with this Character Stand this Turn. The Casting Difficulty of all Spellcasting attempts is increased by 1 but ignore enemy Interference.

**Graft of Fire** **15pts**

*Grafts made of pure Dweghom Steel and infused with Fire instill aggression and strength to one's spells... even as the graft heats with every use, even beyond endurance.*

The Character Stand rolls one extra die when performing a Spellcasting Action. Each time the Character Stand performs a Spellcasting Action it must pass an unmodified Resolve test or suffer a Wound. If the Character Stand dies as a result of this Wound, the Spell fails.

**Tempered Goad** **15pts**

*To tame the drake progeny of Dragons or the might of shards of Destruction is no easy feat, even for the Dweghom and even for the mightiest Tempered. Specially crafted goads, infused with the power of Fire, ensure enraged obedience through unparalleled pain.*

The Character Stand may spend an Action to activate this item. If it does, a Brute or Monster Regiment within 12" gain the Aura of Death Special Rule until the end of the next Supremacy Phase. If the Regiment already has

the Aura of Death Special Rule, that Regiment deals double the number of Hits.

**Memory of Breath** **10 points**

*Adorned with Mnemantic runes, the character's armor or clothes are infused with the Memory of the breaths of the hated creators. Understanding the runes is not necessary for any seeing them to feel an echo of the heat of a dragon's fire.*

The Character has the Aura of Death special rule.

## MASTERIES

*In addition to selecting Masteries from the common list in page 194, you may also choose from the following:*

### TACTICAL

**Beastmaster** **15 points**

**(Hold Raegh Only)**

Friendly Monsters within 12" of this Character gain +1 Resolve.

### COMBAT

**Fueled by the Furnace** **30 points**

The character has +3 Attacks, but for each roll of natural 6 they must make an injury roll on their base Armor or suffer a wound.

**Lava Shots** **15 points**

**(Tempered Sorcerer or Tempered Steelshaper Only)**

Natural rolls of 1 made by the Character during a Volley action gain the Smite special rule.

### ARCANE

**Flaming Oratory** **20 points**

**(Ardent Keraweg Only)**

The Character gains the Bastion Draw Event.

**Potent Scryer** **10 points**

Instead of using a Spellcasting Action, the Character may look at the top 2 cards of the opponent's stack.

## SPELLS

*Some character Stands can purchase Spells from the following list:*

### **TEMPERED SORCERER (FIRE SCHOOL)**

<b>Name</b>	<b>Range</b>	<b>Casting Difficulty</b>	<b>Effect</b>
Coruscation	16"	3	Inflicts one Hit per success.
Fireball	12"	3	Inflicts one Hit per success. Hits have the Cleave 1 special rule.
Flame Wall	8"	3	Inflicts two Hits per success. If at least one success is scored, Flame Wall also inflicts one hit for each file in the target Regiment.

### **TEMPERED SORCERER (EARTH SCHOOL)**

<b>Name</b>	<b>Range</b>	<b>Casting Difficulty</b>	<b>Effect</b>
Roots of Stone	12"	3	Target Regiment Receives +2 Defence but cannot perform a March, Reform (in or out of Combat) or Withdraw Action until its next Activation.
Broken Ground	10"	3	Target Regiment cannot perform Impact Attacks on its next Charge.
Rock Shaping	12"	3	Nominate a Garrison Terrain feature within range. You may increase or decrease its Defence Value by 1.

### **TEMPERED SORCERER (MAGMA SCHOOL)**

<b>Name</b>	<b>Range</b>	<b>Casting Difficulty</b>	<b>Effect</b>
Eruption	12"	4	Nominate a point on the Battlefield within range (even one beneath a Regiment) Then, all Regiments (friendly and enemy) within 6" of that point suffer 2 Hits for each Stand within that distance. All Hits suffered from Eruption have the Cleave 1 special rule.
Magmatic Seep	12"	4	Nominate a point on the Battlefield within range (even one beneath a Regiment). Everything within 3" of this marker counts as Zonal Terrain with the Hindering Terrain special rule. The terrain feature remains until end of Turn.
Pyroclast	12"	3	Target Regiment that is currently occupying a piece of Garrisonable Terrain, suffers the Decay 3 Draw Event on its next Activation.

### ***TEMPERED STEELSHAPER***

<b>Name</b>	<b>Range</b>	<b>Casting Difficulty</b>	<b>Effect</b>
Hone Blades	12"	3 (Scaling)	Target Regiment has +1 Clash until the end of the Turn.
Temper Plate	12"	3 (Scaling)	Target Regiment has +1 Evasion until the end of the Turn.
Unmake Armour	12"	3 (Scaling)	Target Regiment has -1 Defence until the end of the Turn.

### ***ARDENT KERAWEGH***

<b>Name</b>	<b>Range</b>	<b>Casting Difficulty</b>	<b>Effect</b>
Resolve	12"	3 (Scaling)	Remove any Broken status from the Target Regiment, exactly as if it had used a Rally Action.
Dismay	12"	3 (Scaling)	Target becomes Broken Regiment. Has no effect on Regiments that are already Broken.

