



Dweghom Errata and FAQ

Dweghom Rules June 2021

Hold Raegh's Supremacy Ability, page 267:

Replace their supremacy ability with the following:

The Mountain Stands: Hold Thanes Regiments have their Class changed to Medium instead of Heavy. In addition, Heavy Regiments in this Army add 1 to their Reinforcement Rolls. This Supremacy Ability is always considered to be Active.

Ardent Kerawegh's Supremacy Ability, page 267:

Replace their supremacy ability with the following:

Righteous Annihilation: While this Character is on the Battlefield, all Regiments in your Army receive +2 March to the first March Action they perform during each of their Activations. In addition, once per game, your Regiments add 2 to their Charge distance until the End of the Turn (declare during the Supremacy Phase). This Supremacy Ability is always considered to be Active.

The Dweghom, page 267

ARMY RULES

This Army follows the additional Faction Specific Rules seen below:

Dweghom Creed

When you select a Dweghom Warlord you must determine their Creed.

- A Kerawegh must follow the Ardent Creed
- A Steelshaper or Sorcerer must follow the Tempered Creed
- A Hold Raegh may select to follow the Ardent Creed, the Tempered Creed, or devote himself to Pursuit of Aghm.

The Pursuit of Aghm:

Characters in this army gain the following Special Rule:

- Glory Seekers: Characters in this Army may not refuse Duels.

Once per Activation, after a Regiment successfully completes a Clash or Charge action, if that Regiment has at least 3 Command Models (including Standard Bearer and Leader) but has not been joined by a Character may perform a free Duel Action, as if it were a Character. During that Duel Action treat the entire Stand, the Command Model or Leader is on, as a Character for purposes of calculating Attacks and Wounds.

- If the Stand survives this Duel, the Regiment gains the Bravery Special Rule for the duration of the battle.
- If the Stand causes 1 or more Wounds to the enemy Character, the Regiment gains the Indomitable Special Rule.
- If the Stand successfully removes the enemy Character as a Casualty, the Regiment gains the Tenacious Special Rule.

Like normal Duels, excess Wounds do not spill over into the Regiment, however the Regiment will take Morale Tests for Wounds received during this Duel as if they were caused by a Clash Action. Each Command Upgrade Model has a Wounds Characteristic equal to any other model in the Regiment. Wounds received by the Stand during this Action are allocated to the models on the Stand; if any Command Models are removed, their benefits are lost as well.

Designer's note: Any spells, effects and special rules that would apply to a Character ie, Fury, Bastion or spell effects apply to the stand as well. Calculate the number of attacks the stand would produce normally ie. 4 infantry models with 2 attacks and one wound each would mean the stand outputs 8 attacks and can suffer 4 wounds before being destroyed. If the stand has suffered casualties before the duel starts, take those into consideration as well.

The Ardent Creed:

Regiments in the Army belonging to an Ardent Keraweg's Warband increase their March Characteristic by 1.

All Regiments in the Army have the following Special Rule:

- Unbound: The Regiment ignores enemy Regiments when determining the Army's Reinforcement Line.

The Tempered Creed:

Tempered Sorcerers and Tempered Steelshapers in the Army gain the following Special Rule:

- Elemental Potency: Each time this Character successfully performs a Spellcasting Action, gain an Elemental Power Marker. You may spend a Marker to automatically count as a success a single Injury, Clash or Resolve dice for the Character or any friendly Regiment within 6". At the end of Turn, discard 1 of your Elemental Power Markers.

"Faction Perks

If a Character selects 2 or more Retinue Tiers in Tactics, they may select an additional Relic. Note that, you cannot ever have two Character Upgrades from the same category."

Ardent Kerawegh, page 268:

- Dismay: 30pts
- Resolve: 15pts

Tempered Sorcerer, page 269:

- Coruscation: 10pts
- Broken Ground: 20pts
- Roots of Stone: 45pts
- Rock Shaping: 10pts
- Magmatic Seep: 40pts
- Pyroclast: 20pts

Tempered Steelshaper, page 270:

- Unmake Armor: 30pts
- Hone Blades: 35pts

Hold Raegh, page 271:

- Reduce its Attacks to 5
- Mnemancer Apprentice: 25pts

Hold Ballistae, page 272:

- Herald of Stone: 25pts
- Regiment Cost: 135
- Additional Stand: 45

Fireforged, page 273:

- Regiment Cost: 195pts
- Additional Stand: 65pts
- Decrease Defense to 3
- Herald of Fire: 20pts

Hold Warriors, page 273:

- Herald of Fire: 25pts
- Herald of Magma: 25 pts
- Priest: 15pts
- Exemplar: 15 pts
- Add: Tenacious Special Rule

Wardens, page 274:

- Delete Priest Command Model.

Dragonslayers, page 274:

- Change Evasion to 0
- Change Cleave to 3
- Add Hardened 1 Special Rule
- Regiment Cost: 225pts
- Additional Stand: 75pts

Hold Thanes, page 274:

- Regiment Cost: 180pts
- Additional Stand: 60pts
- Herald of Fire: 30pts
- Herald of Magma: 20pts
- Priest: 10pts

Stoneforged, page 275:

- Regiment Cost: 225pts
- Additional Stand: 75pts

Stone Sentinels, page 275:

- Regiment Cost: 240pts
- Additional Stand: 80pts
- Gain Indomitable Special Rule
- Gain Tenacious Special Rule

Inferno Automata, page 275:

- Delete Fluid formation
- Regiment Cost: 180pts
- Additional Stand: 60pts
- Change Aura of Death to 2

Steelforged, page 276:

- Regiment Cost: 210pts
- Additional Stand: 70pts

Hellbringer Drake, page 276:

- Increase Wounds to 12
- Add Armor Piercing 1 to its Barrage Special Rule.

Ironclad Drake, page 276:

- Increase Wounds to 14
- Add Terrifying 2 Special Rule
- Add Relentless Blows Special Rule

Relics, pages 278-280:

- Mnemancer's Eye: 25pts
- Until We Have To:
 - The Character's Regiment gains the 'Bastion' Draw Event while at least half of its Stands are in Zonal Terrain
 - 30pts
- Crown of Ushkelodh: 20pts
- Steel Enhancements: 15pts
- Draeghbrud: 40pts
- Perfectly Balanced: 30pts

- Flaming Weapon: 25pts
- Tempered Goad
 - Change the text to read: "...gain the Aura of Death +1 Special Rule."
 - Remove the last paragraph: "If the...of Hits"

Masteries, page 280:

- Beastmaster: 10pts
- Fuelled By the Furnace
 - The Character gains Relentless Blows
 - Change cost to 15
 - Fuelled by the Furnace: It was moved to Arcane by error in typing. Move to Combat
- Flaming Oratory:
 - 30pts
 - Change the text to read: While the Character has joined a Regiment, that Regiment gains the Bastion Draw Event
- Lava Shots: Move to Arcane

Temper Plate, page 282

Change the text to read: The Regiment has the Hardened 1 Special Rule until the end of the Turn. If the Regiment already has the Hardened Special Rule then add +1 to its value.

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Roots of Stone, page 281

Change the text to read: "Perform a March, Charge or Reform".

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Elemental Puissance, page 267

Change the text to read: "Your Warlord Tempered Sorcerer gains one additional Action with this activation. Note that this allows them to perform two identical Actions per activation; however, they must cast a different Spell if they choose the Spellcasting Action twice."

Flame Wall, page 269

Change the point cost to 45.

Eruption, page 269

Change the point cost to 45.

Fueled by the Furnace, page 280

Change its Masteries type to "Arcane".

Heart of the Mountain, page 280

Change the text to read: "Once per game, this character ignores enemy Interference and adds 1 to the Casting Difficulty for Spells cast this Turn (Difficulty 3 becomes Difficulty 4)."

Flame Wall, page 281

Change Casting Difficulty to "3, Scaling".

Eruption, page 281

Change Casting Difficulty to "3, Scaling".

Change the text to read: "Nominate a Stand of the target Regiment that is within range. Then, all Regiments (friendly and enemy) within 6" of that Stand suffer 1 Hit for each Stand within that distance. All Hits suffered from Eruption have the Armor Piercing 1 special rule. Measure distance to each Stand from the closest edge of the nominated Stand."

Lava Shots, page 280

-Streamlining-

Change the text to read: "The Character gains the Precise Shot Special Rule."

Fireball, page 281

-Streamlining-

Instead of "Cleave X", this spell now has "Armor Piercing X".

Eruption, page 281

-Streamlining-

Instead of "Cleave X", this spell now has "Armor Piercing X".