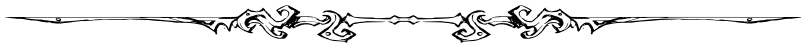


Welcome to Erf ft. The Lost Dwipples	2000 / 2000
Dweghom The Tempered Creed	





👑 Tempered Steelshaper								1 🎲	120
M	V	C	A	W	R	D	E	Type	Infantry
-	2	2	4	5	-	4	2	Class	
Special Rules				Barrage 5 (18"), Critical Field, Elemental Potency, Indifferent Towards Life, Wizard 7					
Spells				Hone Blades, Temper Plate, Unmake Armor					
Supremacy Abilities				Ferric Embrace					


Hold Ballistae								3 🎲	140
M	V	C	A	W	R	D	E	Type	Infantry
5	2	1	4	5	2	2	0	Class	Light
Special Rules				Barrage 3 (18", Armor Piercing 1), Shield					
Command Models				Leader					


Fireforged								3 🎲	180
M	V	C	A	W	R	D	E	Type	Infantry
5	2	2	3	5	3	3	0	Class	Medium
Special Rules				Barrage 4 (14", Armor Piercing 2), Shield					
Command Models				Leader					

Fireforged								3 🎲	180
M	V	C	A	W	R	D	E	Type	Infantry
5	2	2	3	5	3	3	0	Class	Medium
Special Rules				Barrage 4 (14", Armor Piercing 2), Shield					
Command Models				Leader					

Lost								3 	170
M	V	C	A	W	R	D	E	Type	Brute
6	1	3	6	6	3	3	0	Class	Medium
Draw Events				Fires of the Descent					
Special Rules				Aura of Death 4, Cleave 1, Impact 3, Unstoppable					
Command Models				Leader					
Battlefield Role				Clans					

Lost								3 	170
M	V	C	A	W	R	D	E	Type	Brute
6	1	3	6	6	3	3	0	Class	Medium
Draw Events				Fires of the Descent					
Special Rules				Aura of Death 4, Cleave 1, Impact 3, Unstoppable					
Command Models				Leader					
Battlefield Role				Clans					

Tempered Sorcerer								1 	130
M	V	C	A	W	R	D	E	Type	Infantry
-	3	2	3	4	3	2	0	Class	
Special Rules				Barrage 5 (16"), Elemental Potency, Wizard 7					
Options									
Spells				Earth School					

Hold Ballistae								3 	140
M	V	C	A	W	R	D	E	Type	Infantry
5	2	1	4	5	2	2	0	Class	Light
Special Rules				Barrage 3 (18", Armor Piercing 1), Shield					
Command Models				Leader					

Rules

Armor Piercing X

When a Stand with this Special Rule performs a Volley or Spellcasting Action, any Hits caused by those attacks reduce the Target Regiment's Defense by X. E.g. A Stand with Armor Piercing (2) would reduce the Target's Defense by 2 during Defense Rolls from its Volley Action.

Aura of Death X

At the start of an Enemy Regiment's "Draw Command Card" step, if it is in contact with one or more Enemy Regiment with this Special Rule, it suffers X Hits where X is the sum of the Regiment(s)' Aura of Death (X) Special Rule. Wounds resulting from these Hits do not trigger Morale Tests.

Should the Regiment be destroyed by this Special Rule before the "Resolve Draw Event" step, then the Active Player discards the Command Card and may Draw their next Command Card and perform Actions with it.

Barrage X

A Stand with this Special Rule contributes X Shots when its Regiment performs a Volley Action. The Range, as well as any Special Rules, are given in a second set of parentheses after the Barrage (X) Special Rule. E.g. Barrage (4) (24", Armor Piercing (1)) indicates that the Stand has a Barrage Special Rule with 4 Shots, a 24" Range and the Armor Piercing (1) Special Rule. If a Stand has multiple Barrage (X) profiles, you must choose one of them to use.

Cleave X

When a Stand with this Special Rule performs a Clash or Duel Action, any Hits caused by those Attacks reduce the Target's Defense by X for the purposes of making Defense Rolls against those Attacks.

Critical Field

When this Character Stand chooses the Regiment they are currently attached to or an Enemy Regiment they are currently Engaged with as the Target of a Spell during a Spellcasting Action, the Spell is automatically successfully resolved as if it had scored the amount of successes required.

Dismay

Range: 12" **Attunement:** 3

Target Enemy Regiment suffers a -1 to its Resolve Characteristic until the end of the Round.

Earth School

Roots of Stone

Range: 10" **Attunement:** 3 (Scaling)

Target Regiment that has not Activated yet this Round, receives +2 Defense but cannot perform a March, Charge, Reform, Combat Reform or Withdraw Actions until the end of the Round.

Broken Ground

Range: 14" **Attunement:** 3

Target Regiment cannot perform Impact Attacks on its next Charge.

Rock Shaping

Range: 10" **Attunement:** 3 (Scaling)

Target Regiment gains the Tenacious (1) Special Rule until the end of the Round. If a Herald of Stone Officer is currently present in the Target Regiment then it also gains Indomitable (1) until the end of the Round.

Tenacious X

Whenever this Regiment makes a Defense Roll, treat X failed results as successes where X is the value of this Special Rule. Character Stands do not benefit from this Special Rule during Duels unless they have this Special Rule.

Indomitable X

When this Regiment Rolls a Morale Test, treat X failed results as successes where X is the value of this Special Rule. Character Stands do not benefit from this Special Rule during Duels unless they have this Special Rule.

Elemental Potency

Each time a Friendly Character Stand successfully performs a Spellcasting Action, gain an Elemental Power Marker and add it to an Elemental Power pool.

You may spend a Marker from the pool to automatically count as a success a single Defense, Clash or Morale Test die of any friendly Regiment or Character Stand within 8" of a Tempered Sorcerer or Tempered Steelshaper Character Stand. The Character Stand or Regiment may use up to 5 Elemental Markers during the course of a single Action. Using a Marker has to be declared before the Roll you wish to pass is made, then make the remaining Rolls. If a Regiment would not be normally allowed to pass a Defense Roll (in the case of a Special Rule like Cleave or Smite etc.) then an Elemental Marker cannot turn that Roll into a success.

Fear

Range: 12" **Attunement:** 3 (Scaling)

Target Enemy Regiment cannot Seize Objective Zones until the end of the Round.

Fearsome

Enemy Regiments in contact with this Regiment must roll a D6 before being able to perform a Combat Rally or Combat Reform Action. If the result is less than or equal to the highest Resolve Characteristic in the Regiment, you may perform an Action as normal. If the result is higher, then the Action fails and is lost.

Ferric Embrace

[**Always Active**]: Each time a Regiment or Character Stand in this Army spends an Elemental Potency Marker, that Regiment or Character Stand Heals 1 Wound for each Elemental Potency Marker spent, to a maximum of three Wounds. The Heal is applied cumulatively rather than separately.

Fires of the Descent

Target Friendly Regiment within 8" gains the Relentless Blows Special Rule until the end of the Round.

Relentless Blows

When a Stand with this Special Rule performs a Clash or Duel Action, each Hit Roll of "1" causes an additional automatic Hit on the Target. This additional Hit does not benefit from any Special Rules that trigger during the "Roll to Hit" step.

Flaming Oratory

The Regiment this Character Stand is currently attached to gains the Tenacious (1) Special Rule.

Flux-Powered

Until the end of the Round, choose one of the following bonuses for this Regiment to receive:

- +2 Clash Characteristic
- +2 Attacks Characteristic

Hone Blades

Range: 12" **Attunement:** 3 (Scaling)

Target Regiment adds +1 to its Clash Characteristic until the end of the Round.

Impact X

Stands with this Special Rule perform Impact Attacks equal to X where X is the value of the Impact (X) Special Rule.

Indifferent Towards Life

This Character Stand cannot be affected by Enemy Interference. Furthermore, the Regiment this Character Stand is currently attached does not suffer the negative effects of refusing a Duel. Finally, the Character Stand does not have a Resolve Characteristic and is always considered to have passed any Morale or Resolve Characteristic Test. This Character Stand does not confer its Resolve Characteristic to a Regiment they are currently attached to.

Leader

A Command Stand containing a Leader adds +1 Attack to the Command Stand's Characteristic Profile. If the Command Stand has the Barrage (X) Special Rule, then it also increases the Command Stand's Barrage (X) value by +1.

Litanies of Battle

Range: 10" **Attunement:** 3 (Scaling)

Until the end of the Round, Friendly Regiments Re-Roll all To-Hit Rolls against Target Enemy Regiment.

Moaghm Dohr!

This Character Stand's Warband may not contain more than two Regiments of Flame Berserkers.

Priest X

This Regiment or Character Stand can perform the Spellcasting Action during its Activation. The X value is this Stand's Magic Level. If the Regiment or Character Stand does not have any Spells available, then it only counts toward Enemy Interference.

Rancor

Range: 12" **Attunement:** 3 (Scaling)

Target Friendly Infantry Regiment has its Command Stand counting as +2 Stands for the purposes of Seizing Objective Zones. This Spell is automatically successful when targeting a Friendly Infantry Regiment with the Devout Special Rule.

Resolve

Range: 12" **Attunement:** 3 (Scaling)

Target Friendly Regiment loses its Broken status, as if it had used a Rally Action. The Target Regiment does not count as having been Activated as a result of this Spell. In addition, the Regiment gains the Inspired Special Rule until the end of the Round.

Inspired

This Regiment adds +1 to its Clash Characteristic until the end of the Regiment's Activation. If this modifies the Clash Characteristic to a 5 or greater, it does not receive the +1 Clash but instead may Re-Roll unmodified Hit Rolls of "6". This Special Rule does not affect a Regiment's Clash Characteristic during Impact Attacks. The +1 to the Clash Characteristic from the Inspired Special Rule is always added in after all other Clash modifying rules have been applied.

Shield

Stands in this Regiment, including Character Stands, count their Defense Characteristic as 1 point higher against all Hits originating from the Regiment's front Arc. Character Stands do not benefit from this Special Rule during Duels unless they have this Special Rule. A Regiment cannot make use of this Special Rule when Occupying Garrison Terrain.

Songs of the Descent

Range: 10" **Attunement:** -

This Spell is automatically cast. For each Friendly Regiment within 10" of this [**Character**] (to a maximum of 4 Regiments), Target Enemy Regiment suffers 2 Hits and Rolls Defense Rolls using their lowest unmodified Resolve Characteristic instead of their Defense Characteristic. Wounds caused by this Spell do not cause a Morale Tests.

Should the Target Regiment be under the effects of Special Rules or abilities that allow it to automatically pass its Resolve tests - it immediately suffers 1 Wound per Enemy Regiment instead.

Standard Bearer

A Regiment with a Standard Bearer gains the Unstoppable Special Rule. In addition, the Standard Bearer adds +1" to the Regiment's and currently attached Character Stand's March Characteristic on the second March Action the Regiment performs during its Activation until the end of that March Action.

Unstoppable

This Regiment may Re-Roll failed Charge Rolls.

Temper Plate

Range: 10" **Attunement:** 3 (Scaling)

The Regiment gains the Hardened (+1) Special Rule until the end of the Round (to a maximum of 2).

Hardened X

When this Regiment makes a Defense Roll, reduce any Cleave (X), Brutal Impact (X) or Armor Piercing (X) Special Rule by the value of Hardened (X) when resolving that Defense Roll. Character Stands do not benefit from this Special Rule during Duels unless they have this Special Rule.

The Tempered Creed

Elemental Potency: Each time a Friendly Character Stand successfully performs a Spellcasting Action, gain an Elemental Power Marker and add it to an Elemental Power pool.

You may spend a Marker from the pool to automatically count as a success a single Defense, Clash or Morale Test die of any friendly Regiment or Character Stand within 8" of a Tempered Sorcerer or Tempered Steelshaper Character Stand. The Character Stand or Regiment may use up to 5 Elemental Markers during the course of a single Action.

Using a Marker has to be declared before the Roll you wish to pass is made, then make the remaining Rolls. If a Regiment would not be normally allowed to pass a Defense Roll (in the case of a Special Rule like Cleave or Smite etc.) then an Elemental Marker cannot turn that Roll into a success.

Unmake Armor

Range: 12" **Attunement:** 3 (Scaling)

Target Regiment suffers a -1 to its Defense Characteristic until the end of the Round.

Unstoppable

This Regiment may Re-Roll failed Charge Rolls.

Wizard X

This Regiment or Character Stand can perform the Spellcasting Action during its Activation. The X value is this Stand's Magic Level. If the Regiment or Character Stand does not have any Spells available, then it only counts toward Enemy Interference.