



"Technically once I cast Pyroclast, it's a Lava School Spell, not Magma"	2000 / 2000
Dweghom The Tempered Creed	

Warband 1

Tempered Sorcerer								1	110
M	V	C	A	W	R	D	E	Type	Infantry
-	3	2	4	5	3	2	0	Class	-
Special Rules		Barrage (4) [16"], Wizard (7)							
Supremacy Abilities		Forgemaster							
Battlefield Role		Character, Tempered, Forged							
Options									
Spells		Magma School							
This Warband may only have up to a maximum of 2 Inferno Automata.									

Hold Ballistae						Mainstay		3	130
M	V	C	A	W	R	D	E	Type	Infantry
5	2	1	4	5	2	2	0	Class	Light
Special Rules		Barrage (3) [16", Armor Piercing (1)], Shield							
Command Models		Leader, Standard Bearer							
Battlefield Role		Clan							

Warband 2

Tempered Sorcerer								1	110
M	V	C	A	W	R	D	E	Type	Infantry
-	3	2	4	5	3	2	0	Class	-
Special Rules		Barrage (4) [16"], Wizard (7)							
Battlefield Role		Character, Tempered, Forged							
Options									
Spells		Magma School							
This Warband may only have up to a maximum of 2 Inferno Automata.									

Fireforged						Mainstay		3	160
M	V	C	A	W	R	D	E	Type	Infantry
5	2	2	4	5	3	3	0	Class	Medium
Draw Events			Forged By the Elements						
Special Rules			Barrage (3) [14", Armor Piercing (1)], Shield						
Command Models			Leader, Standard Bearer						
Battlefield Role			Tempered, Forged						
<p>Empowerment: The Regiment may spend an Elemental Power Marker to gain the effects seen below: The Regiment gains the Barrage (+2) Special Rule until the end of the Round.</p>									

Hellbringer Drake						Restricted		1	180
M	V	C	A	W	R	D	E	Type	Monster
7	2	2	10	16	3	3	0	Class	Medium
Draw Events			Forged By the Elements						
Special Rules			Barrage (10) [16", Armor Piercing (1)], Cleave (1), Terrifying (1), Impact (5)						
Battlefield Role			Tempered, Forged						
<p>Empowerment: The Regiment may spend an Elemental Power Marker to gain the effects seen below: The Monster Stand gains the Barrage (+2) and Armor Piercing (+1) Special Rules until the end of the Round.</p>									

Warband 4

Lost Ancestor								1	125
M	V	C	A	W	R	D	E	Type	Brute
-	1	3	5	6	4	3	3	Class	-
Draw Events			Unassailable Authority						
Special Rules			Cleave (2), Hardened (1), Lethal Demise (6), Not All who Wander are Lost, Wizard (6)						
Spells			Litanies of Battle, Songs of the Descent						
Battlefield Role			Character, Tempered, Ardent						
Options									
Spells			Magma School						
Masteryes			Bloody-Minded Focus						

This Character Stand may be attached to an Infantry Regiment even though it is a Brute Character Stand. Furthermore, the Lost Ancestor's Size is ignored for the purposes of Line

of Sight. In addition, the Character can never Die Fighting.

This Warband may not contain more than 2 Regiments of Lost and no more than 2 Regiments of Found.

Fireforged						Mainstay		3	160
M	V	C	A	W	R	D	E	Type	Infantry
5	2	2	4	5	3	3	0	Class	Medium
Draw Events			Forged By the Elements						
Special Rules			Barrage (3) [14", Armor Piercing (1)], Shield						
Command Models			Leader, Standard Bearer						
Battlefield Role			Tempered, Forged						
<p>Empowerment: The Regiment may spend an Elemental Power Marker to gain the effects seen below: The Regiment gains the Barrage (+2) Special Rule until the end of the Round.</p>									

Steelforged						Restricted		5	350
M	V	C	A	W	R	D	E	Type	Brute
6	1	3	5	5	4	4	1	Class	Medium
Draw Events			Forged By the Elements						
Special Rules			Cleave (1), Impact (2), Unstoppable						
Command Models			Leader						
Battlefield Role			Tempered, Forged						
<p>Empowerment: The Regiment may spend an Elemental Power Marker to gain one of the effects seen below. The Regiment may spend 3 Elemental Power Markers to gain both effects instead:</p> <ul style="list-style-type: none"> - The Regiment adds +2 to its Attacks Characteristic until the end of the Round. - The Regiment gains the Hardened (1) Special Rule until the end of the Round. 									

Warband 5

Tempered Steelshaper								1	115
M	V	C	A	W	R	D	E	Type	Infantry
-	2	3	5	6	-	3	3	Class	-
Special Rules			Igneolithic Mastery, Refined Beyond Nature, Smite, Terrifying (1), Wizard (7)						
Spells			Hone Blades, Unmake Armor, Temper Plate						
Battlefield Role			Character, Tempered, Forged						
Options									
Relics			Champion's Horns						

This Warband may only have up to a maximum of 2 Inferno Automata.

Magmaforged						Mainstay		3	190
M	V	C	A	W	R	D	E	Type	Infantry
5	1	3	4	5	4	3	0	Class	Medium
Draw Events			Forged By the Elements						
Special Rules			Aura of Death (4), Cleave (2)						
Command Models			Leader, Standard Bearer						
Battlefield Role			Tempered, Forged						

Empowerment: The Regiment may spend an Elemental Power Marker to gain one of the effects seen below. The Regiment may spend 3 Elemental Power Markers to gain both effects instead:

- The Regiment adds +2" to its Charge Distance until the end of the Round.
- The Regiment adds +1 to its Defense Characteristic.

Fireforged						Mainstay		3	160
M	V	C	A	W	R	D	E	Type	Infantry
5	2	2	4	5	3	3	0	Class	Medium
Draw Events			Forged By the Elements						
Special Rules			Barrage (3) [14", Armor Piercing (1)], Shield						
Command Models			Leader, Standard Bearer						
Battlefield Role			Tempered, Forged						

Empowerment: The Regiment may spend an Elemental Power Marker to gain the effects seen below:

The Regiment gains the Barrage (+2) Special Rule until the end of the Round.

Steelforged						Restricted		3	210
M	V	C	A	W	R	D	E	Type	Brute
6	1	3	5	5	4	4	1	Class	Medium
Draw Events			Forged By the Elements						
Special Rules			Cleave (1), Impact (2), Unstoppable						
Command Models			Leader						
Battlefield Role			Tempered, Forged						

Empowerment: The Regiment may spend an Elemental Power Marker to gain one of the effects seen below. The Regiment may spend 3 Elemental Power Markers to gain both effects instead:

- The Regiment adds +2 to its Attacks Characteristic until the end of the Round.
- The Regiment gains the Hardened (1) Special Rule until the end of the Round.

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.

Bloody-Minded Focus

This **[Character]** always Dies Fighting!

Champion's Horns

The **[Character]** adds +1 to their Attacks Characteristic.

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.

Forged By the Elements

The Regiment may spend 1 Marker from your Elemental Power Pool to gain a bonus as mentioned in their Army List Entry under "Empowerment." When a Regiment spends an Elemental Power Marker for the purposes of an Empowerment ability, it is immediately considered "Awakened" until the end of the Round. You may not gain the benefits of an Empowerment ability more than once.

Forgemaster

[Always Active]: This **[Character]** may perform a free additional Spellcasting Action each Round. The **[Character]** cannot attempt to cast the same Spell more than once per Round.

When performing a Spellcasting Action, Friendly **[Tempered] [Character]**s may measure Range and Line of Sight from any Friendly "Awakened" **[Forged]** Regiment's Command Stand as if they were the spellcaster. Each **[Forged]** Regiment can only be selected once per Round for the purposes of this Supremacy Ability.

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.

Hone Blades

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

Target Friendly Regiment Re-Rolls failed Hit Rolls of 6's during a Clash Action until the end of the Round. Should the Target Friendly Regiment be **[Tempered]** it gains the Deadly Blades Special Rule instead.

Igneolithic Mastery

The Tempered Steelshaper does not suffer from Enemy Interference when Spellcasting. Enemy Spellcasting Actions targeting the Regiment this **[Character]** is currently attached to or Friendly **[Forged]** Regiments currently within 10" of this **[Character]** require 1 additional Success to be cast.

Impact X

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

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.

Lethal Demise

When an Enemy Regiment currently in contact with this Regiment causes a Stand with this Special Rule to be destroyed, the Enemy Regiment suffers X Hits where X is equal to the Special Rule's X value. These Hits do not benefit from any other Special Rules and are resolved against the Enemy Regiment's front arc. Wounds resulting from these Hits do not trigger Morale Tests and do not trigger Lethal Demise.

Litanies of Battle

Range: 12" **Attunement:** 3

Target Friendly Regiment gains the Dread Special Rule until the end of the Round.

Magma School

Eruption

Range: 10" **Attunement:** 3

Target piece of Zonal or Garrison Terrain counts as Erupting until the end of the Spellcaster's next Activation. All Stands currently within the Target piece of Zonal Terrain suffer 1 Hit with the Armor Piercing (1) Special Rule. These Hits are treated as being inflicted on the Flank of the Regiment. All Stands currently occupying the Target piece of Garrison Terrain suffer 2 Hits with the Armor Piercing (1) Special Rule and gain no benefits from occupying a piece of Garrison Terrain until the end of the Round.

Magmatic Seep

Range: 10" **Attunement:** 3

Nominate a point on the Battlefield within range (even one beneath a Regiment). The area within 3" of this Marker counts as a piece of Erupting Zonal Terrain with the Hindering Terrain Special Rule. Only one Erupting Zonal Terrain may be on the battlefield as a result of this Spell. Should there already be an Erupting Zonal Terrain on the Battlefield, then remove the previously placed Erupting Zonal Terrain before resolving this Spell.

Pyroclast

Range: 10" **Attunement:** 3

Inflicts one Hit per success on Target Enemy Regiment. These Hits have the Armor Piercing (1) Special Rule. This Spell may target an Enemy Regiment within 5" of an Erupting piece of Zonal or Garrison Terrain regardless of the Spell's Range or the Spellcaster's Line of Sight. These hits count as being inflicted on the Flank of the Regiment.

Not All who Wander are Lost

At the beginning of a Friendly Lost or Found Regiment's Activation, before Draw Events are resolved, they may spend two Markers from your Elemental Power pool to immediately become Awakened.

Refined Beyond Nature

The Regiment this **[Character]** is currently attached to does not suffer the negative effects of refusing a Duel. In addition, the **[Character]** 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.

Shield

The **[Character]** or Regiment with this special rule count their Defense Characteristic as 1 point higher against all Hits originating from their front Arc. **[Character]**s benefit from this Special Rule during Duels regardless of Arc.

A Regiment cannot benefit from the effects of this Special while Occupying Garrison Terrain.

Smite

When a Stand with this Special Rule performs a Clash or Duel Action, Enemy Regiments or **[Characters]** may not use their Defense Characteristic when making Defense Rolls.

Songs of the Descent

Range: 10" **Attunement:** -

Target Enemy Regiment immediately suffers 1 + X Hits where X is the number of Awakened Regiments within 12" of this **[Character]** (to a maximum of 6 Regiments). The Spell counts as being automatically cast.

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.

Temper Plate

Range: 12" **Attunement:** 3

Target Friendly Regiment gains Indomitable (1) and the Tenacious (1) Special Rule until the end of the Round.

Terrifying X

Regiments in contact with Stands with this Special Rule reduce their Resolve Characteristic by X, where X is the value in the Terrifying (X) Special Rule, for the purposes of making Morale Tests against Wounds taken from that Regiment.

The Tempered Creed

Only a **Tempered Sorcerer**, **Tempered Steelshaper**, **Hold Raegh**, or **Lost Ancestor** may be the Warlord of a Dweghom Army following the Tempered Creed. In addition, your Army gains the following benefits: When a Friendly **[Tempered] [Character]** successfully casts a Spell from an Elemental School they may immediately add Elemental Power Marker to the Elemental Power Pool. There can never be more than 10 Markers in the Elemental Power Pool. In addition, when a **[Tempered] [Character]** performs a Spellcasting Action, upon declaring the Action, they may immediately spend up to 6 Elemental Power Markers to add +1 to their Wizard (X) Special Rule for every 2 Markers removed in this way.

Unassailable Authority

The Regiment the **[Character]** is currently attached to immediately becomes "Awakened".

Unmake Armor

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

The Spell's Attunement value is equal to the Target Regiment's Defense Characteristic. Target Regiment suffers a -1 to its Defense Characteristic and loses the Hardened (X) Special Rule 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.

Army Rules

THE GIFT

Throughout the game, Abilities and Creed Special Rules – as seen later on – can cause Dweghom Regiments to become "Awakened" until the end of the Round. While a Dweghom Regiment is "Awakened", it cannot become Broken. Should the Regiment already be Broken it immediately performs an out-of-sequence Rally or Combat Rally Action upon becoming "Awakened". If the Regiment is currently "Awakened" or always counts as "Awakened" it cannot become "Awakened" again.

FORGED

Certain Regiments in the Army have the **[Forged]** Battlefield Role referring to their elemental nature. **[Forged]** Regiments may generate and spend markers to gain powerful abilities as explained further below.

At the beginning of the Battle, designate a visible area on the Battlefield where you will be placing Elemental Power Markers. This designated area is now considered to be your Elemental Power Pool. Various Special Rules, Spells, Battlefield Roles and Abilities may allow you to generate Elemental Power Markers.

All **[Forged]** Regiments gain the following Draw Event:

Forged By the Elements [Draw Event]: The Regiment may spend Markers from your Elemental Power Pool to gain a bonus as mentioned in their Army List Entry under "Empowerment." When a Regiment spends an Elemental Power Marker for the purposes of an Empowerment ability, it is immediately considered "Awakened" until the end of the Round. You may not gain the benefits of an Empowerment ability more than once.

In addition, at the end of a **[Forged]** Regiment's Activation, if the Regiment has not activated its Forged By the Elements Draw Event, add an Elemental Power Marker to your Elemental Power Pool.

THE UNBOUND

Dweghom Regiments cannot be Shattered.

THE DWEGHOM CREEDS

The Dweghom are divided into three Sub-Factions, each representing a distinct aspect of Dweghom society and ideology. Each Sub-Faction is identified by its respective Battlefield Role and Creed and includes the following: **[Ardent]**, **[Clan]**, and **[Tempered]**.

Your Regiments may belong to one or more Sub-Factions, gaining the associated Battlefield Role. These often synergize particularly well with **[Character]**'s and Creeds from the same Sub-Faction.

When building your Army List you must select one of the three Creeds as seen below. Creeds provide powerful bonuses to your Army but only allow for specific choices in Warlords.

The Ardent Creed

Only an Ardent Kerawegh, Exemplar, or Lost Ancestor may be the Warlord of a Dweghom Army following the Ardent Creed. In addition, your Army gains the following benefits:

When a Friendly **[Ardent]** or **[Clan]** Regiment successfully performs a Charge or causes an Enemy Regiment to be Destroyed, it immediately becomes "Awakened" until the end of the Round.

In addition, Friendly **[Ardent]** and **[Clan]** Command Stands may always Die Fighting! As if they were **[Characters]** even if the Regiment has already Activated.

Pathfinders: A Reinforcement Line set by this Regiment cannot be pushed back by Enemy Regiments.

The Tempered Creed

Only a Tempered Sorcerer, Tempered Steelshaper, Hold Raegh, or Lost Ancestor may be the Warlord of a Dweghom Army following the Tempered Creed. In addition, your Army gains the following benefits:

When a Friendly **[Tempered] [Character]** successfully casts a Spell from an Elemental School they may immediately add Elemental Power Marker to the Elemental Power Pool. There can never be more than 10 Markers in the Elemental Power Pool.

In addition, when a **[Tempered] [Character]** performs a Spellcasting Action, upon declaring the Action, they may immediately spend up to 6 Elemental Power Markers to add +1 to their Wizard (X) Special Rule for every 2 Markers removed in this way.

The Clan Creed

Only a Hold Raegh or Exemplar may be the Warlord of a Dweghom Army following the Clan Creed. In addition, your Army gains the following benefits:

While Friendly **[Clan]** Regiments are "Awakened", they gain the following Special Rule:

Lifelong Veterans: This Regiment gains the Oblivious Special Rule and Iron Discipline Special Rule.