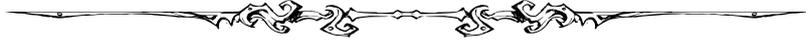




THE DOC	2000 / 2000
Dweghom The Tempered Creed	



Tempered Steelshaper								1	150
M	V	C	A	W	R	D	E	Type	Infantry
-	2	3	4	6	-	3	3	Class	
Special Rules				Igneolithic Mastery, Refined Beyond Nature, Rider, Smite, Terrifying 1, Wizard 7					
Spells				Hone Blades, Temper Plate, Unmake Armor					
Supremacy Abilities				Thesis/Antithesis/Synthesis					
Battlefield Role				Character, Forged, Tempered					
Draw Events				Runeforged Plate					
This Warband may only have up to a maximum of 2 Inferno Automata.									
Options									
Relics				Runeforged Plate					
Materies				Ferric Throne					

Inferno Automata								3	170
M	V	C	A	W	R	D	E	Type	Brute
7	1	2	6	5	3	3	2	Class	Light
Draw Events				Forged By the Elements					
Special Rules				Aura of Death 4, Fluid Formation, Impact 2, Irregular					
Battlefield Role				Forged, Tempered					
Empowerment: The Regiment may spend an Elemental Power Marker to gain the effects seen below: The Regiment may choose to either add +1 to its March Characteristic or gain the Impact (+2) Special Rule.									

Inferno Automata								3	170
M	V	C	A	W	R	D	E	Type	Brute
7	1	2	6	5	3	3	2	Class	Light
Draw Events				Forged By the Elements					
Special Rules				Aura of Death 4, Fluid Formation, Impact 2, Irregular					
Battlefield Role				Forged, Tempered					
<p>Empowerment: The Regiment may spend an Elemental Power Marker to gain the effects seen below: The Regiment may choose to either add +1 to its March Characteristic or gain the Impact (+2) Special Rule.</p>									

Steelforged								4	280
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				Forged, Tempered					
<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. 									

Stoneforged								1	230
M	V	C	A	W	R	D	E	Type	Monster
6	1	3	10	20	4	4	0	Class	Heavy
Draw Events				Forged By the Elements					
Special Rules				Cleave 2, Fearless, Impact 5, Terrifying 1, Unstable Alloys, Unstoppable					
Battlefield Role				Forged, Tempered					
<p>Empowerment: The Regiment may spend an Elemental Power Marker to gain the effects seen below: The Regiment may choose to either immediately Heal 3 Wounds or add +2 to its March Characteristic until the end of the Round.</p>									

Tempered Sorcerer								1 ☒	160
M	V	C	A	W	R	D	E	Type	Infantry
-	3	2	5	5	3	2	0	Class	
Special Rules				Barrage 4 (16"), Rider, Wizard 7					
Battlefield Role				Character, Forged, Tempered					
Draw Events				Gifted in Fire					
This Warband may only have up to a maximum of 2 Inferno Automata.									
Options									
Relics				Gifted in Fire					
Spells				Fire School					
Materies				Hellbringer Sorcerer					

Fireforged								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				Forged, Tempered					
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.									

Hellbringer Drake								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, Impact 5, Terrifying 1					
Battlefield Role				Forged, Tempered					
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.									

Lost Ancestor								1	130
M	V	C	A	W	R	D	E	Type	Brute
-	1	3	6	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				Ardent, Character, Tempered					
<p>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.</p>									
<p>This Warband may not contain more than 2 Regiments of Lost and no more than 2 Regiments of Found.</p>									
Options									
Relics				Champion's Horns					
Spells				Steel School					
Masteries				Bloody-Minded Focus					

Fireforged								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				Forged, Tempered					
<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								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				Forged, Tempered					
<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. 									

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.

Fearless

A Regiment with this Special Rule ignores the effects of the Fearsome and Terrifying (X) Special Rules. If a Character Stand has this Special Rule, then it does not apply it to the rest of the Regiment and only benefits from this Special Rule as part of a Duel Action.

Ferric Throne

[Aura] The Character Stand gains the Rider Special Rule and must choose to ride a Stoneforged Regiment in their Warband. In addition, all Friendly [Forged] Regiments within 8" of this Regiment gains the Unstable Alloys Special Rule.

Aura

Some Special Rules have a wide effect affecting every Regiment currently within Range. These Special Rules can easily be identified by the [Aura] keyword next to their name.

[Aura] Ranges are measured from any point of a Stand with that Special Rule.

While a Regiment declares an Action to Perform while currently within range of this [Aura] it benefits from its effects until the end of that Action.

A Regiment cannot benefit from the same [Aura] Special Rule multiple times.

Rider

This Character Stand is not physically represented by a separate Stand, and must be attached to a Monster Regiment in its Warband. The Regiment counts as being composed of two Stands, a Monster and a Character Stand. The Character Stand uses the Monster Stand for the purposes of measuring distances and drawing Line of Sight using the Monster Regiment's Size. The Regiment Marches based on the Monster Regiment's March Characteristic as opposed to the lowest March Characteristic value in the Regiment.

The Character Model must be physically represented on the Monster Regiment it is attached to (e.g. Hellbringer Sorcerer model or Apex Queen). The Character Stand is still considered to be attached to the Regiment even without a Stand and therefore can be involved in Duel Actions. Furthermore, the Character Stand is considered to be in contact with any Enemy Stands the Monster Regiment is in contact with.

Unstable Alloys

When an Enemy Regiment selects this Regiment as a Target of a Volley Action this Regiment gains the Untouchable Special Rule until the end of that Action.

Fire School

Coruscation

Range: 16" **Attunement:** 4

Target Enemy Regiment suffers 1 Hit per success. Immediately add an Elemental Power Marker to your Elemental Power Pool.

Fireball

Range: 14" **Attunement:** 3

Target Enemy Regiment suffers one Hit per success. These Hits have the Armor Piercing (2) Special Rule.

Flame Wall

Range: 12" **Attunement:** 4

Inflicts one Hit per success on Target Enemy Regiment. If at least four successes are scored, Target Enemy Regiment counts as being within a piece of Hindering Terrain until the end of the Round.

Fluid Formation

This Regiment may perform a free additional Reform Action during its Activation given that at the beginning and end of that action it has a maximum of 3 stands in its front row. This free Reform Action must be performed before the Regiment takes its first Action, or at the end of its Activation after all other Actions have been resolved.

A Regiment with this Special Rule can draw Line of Sight from all Arcs, not just its Front, and may perform Volley Actions against Regiments in its flank or rear as well. Where this is the case, count the closest Rank or File of the Regiment as the first Rank.

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.

Gifted in Fire

The [Character] adds +1 to their Attacks Characteristic and gains the Gifted in Fire Draw Event.

Gifted in Fire

Add an Elemental Power Marker to your Elemental Power pool.

Gifted in Fire

Add an Elemental Power Marker to your Elemental Power pool.

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.

Hellbringer Sorcerer

The [Character] gains the Rider Special Rule and must choose to ride a Hellbringer Drake in their Warband. When the Hellbringer Drake spends an Elemental Power Marker, it may choose to spend a total of 3 to gain the benefits twice. Alternatively, it may choose to spend a total of 5 and gain the benefits three times instead. The benefit of this Mastery, regardless of how many Elemental Power Markers were spent, may never exceed Armor Piercing (2).

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.

Deadly Blades

When a Stand with this Special Rule performs a Clash or Duel Action, any failed Defense Roll of "6" rolled by the Target Regiment causes it to suffer 2 Wounds instead of 1.

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.

Irregular

This Regiment does not affect Friendly and Enemy Reinforcement Lines. A Stand without this Special Rule may not join this Regiment.

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.

Dread

Enemy Regiments in contact with Stands with this Special Rule cannot benefit from the effects of the "Inspired" Special Rule. In instances where a Regiment or Stand always benefits from the "Inspired" Special Rule, this rule is superseded.

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.

Rider

This Character Stand is not physically represented by a separate Stand, and must be attached to a Monster Regiment in its Warband. The Regiment counts as being composed of two Stands, a Monster and a Character Stand. The Character Stand uses the Monster Stand for the purposes of measuring distances and drawing Line of Sight using the Monster Regiment's Size. The Regiment Marches based on the Monster Regiment's March Characteristic as opposed to the lowest March Characteristic value in the Regiment.

The Character Model must be physically represented on the Monster Regiment it is attached to (e.g. Hellbringer Sorcerer model or Apex Queen). The Character Stand is still considered to be attached to the Regiment even without a Stand and therefore can be involved in Duel Actions. Furthermore, the Character Stand is considered to be in contact with any Enemy Stands the Monster Regiment is in contact with.

Runeforged Plate

The [Character] may spend up to 2 markers from your Elemental Power pool to gain one of following effects until the end of the Round based on amount of markers spent:

- 1 Marker: Add +1 to its Attack Characteristic
- 2 Marker: Add +3 to Add Attack Characteristic

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.

Unstoppable

This Regiment may Re-Roll failed Charge Rolls.

Steel School

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.

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.

Temper Plate

Range: 12" **Attunement:** 3

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

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.

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.

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.

Thesis/Antithesis/Synthesis

[**Always Active**]: When a Friendly [**Forged**] Regiment becomes "Awakened", it immediately Heals 2 Wounds.

Once per game: when a Friendly [**Non-Monster**][**Forged**] Regiment becomes "Awakened" you may decide to immediately Heal 5

Wounds instead of the regular 2.[**Activated**]: During this Round when a Friendly [**Forged**] Regiment Activates, immediately add an Elemental Power Marker to your Elemental Power pool

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.

Unstable Alloys

When an Enemy Regiment selects this Regiment as a Target of a Volley Action this Regiment gains the Untouchable Special Rule until the end of that Action.

Untouchable

This Regiment Re-Rolls failed Defense Rolls of "6". Character Stands do not benefit from this Special Rule during Duels unless they have this Special Rule.

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.