# DWEGHOM ARMY LIST

The Dweghom are what remains of the Dwarves, themselves a creation of the dragons of old. To escape servitude under their creators those that become the Dweghom traded their souls to become the patrons of War itself. Using it to slaughter the Dwarves who did not make this transition, and destroy their former masters. Dweghom are hosts to power they were never meant to have, and it eats away at them.

They have been enhanced with great elemental prowess, fire and steel, but at a massive price, clad in prosthetics, the Dweghom fight this degeneration or embrace it, forming the different factions of their society. Dweghom society is marked by its proclivity towards conflict to the point where it's fundamental to their system of Aghm, vaguely translated to "worth" Aghm is forefront in the mind of every Dweghom.

The Dweghom wrested their freedom from their creators, the Dragons, even as they shattered War's prison and unleashed that ancient scourge upon Ea. Blessed with the primordial power of their new patron and infused with Elemental Earth and Fire, the Dweghom were all but unstoppable, shattering the world and permanently ending the reign of Dragons.

However, their very strength became their weakness as War's patronage came at a price of endless conflict and the very elemental power they armed themselves with threatened to overwhelm them. Even in this, Dweghom society is at odds with itself: one faction embracing this powerful curse as the ultimate price for their freedom while others work tirelessly to overcome it.

## ARMY LISTS

The force you bring to the Battlefield is chosen using an Army list. To help ensure you're playing a fair and balanced game, these Army lists are chosen to equal points values.

## POINTS VALUES

Each Stand in a game of Conquest has a points value, representing its overall worth on the Battlefield. Stands with higher points values are generally better or more flexible fighters, while those with lower points values are less effective, or are useful in a narrow set of circumstances.

Your Army's points value is equal to the total points values of every Regiment and **[Character]** in your Army, plus those of any upgrades you've purchased for them. The higher the points value, the more lethal the Army you've selected. By choosing Armies to equal points values, you and your opponent can ensure a fair, challenging battle.

## SIZE OF BATTLE

By default, we recommend battles of 2,000 points – this generally gives enough slaughter for an evening's gaming. However, there's nothing to stop you from choosing a larger or smaller size for your confrontation. Indeed, smaller games of 1,000 points are an excellent way to learn the rules.

## BUILDING AN ARMY

An Army consists of two types of entities: **[Character]s** and Regiments. You may include any number of either in your Army, subject to the following rules:

### THE WARLORD

You must include one **[Character]** to be your Warlord – your avatar on the Battlefield.

### WARBANDS

Each **[Character]** in your Army (including the Warlord) must be accompanied by a Warband of Regiments. You'll normally have a choice of Regiments to choose from, but you must always include a Regiment of the same Type – i.e Infantry, Cavalry or Brute – as your **[Character]** to ensure that they have a Regiment to join at the start of the battle.

Each Regiment is drawn from the Regiments section of the Army List. It will also, depending on the **[Character]** it is chosen for, count as a Mainstay or a Restricted choice. Each **[Character]**'s Warband has a Regiment allowance of 4 Regiments.

A Warband can include as many Mainstay choices as your Warband allowance allows. Restricted choices are more limited, as the name suggests. Each Warband can only include two Restricted choices from all the options presented. This can be two of the same Regiment, or two different Regiments from the list. As a further restriction, you must include one Mainstay choice for each Restricted choice in your Army.

Therefore, a Warband that includes two Restricted choices will always have at least two Mainstay choices too. Note that a Regiment might be a Mainstay choice for one **[Character]** Type, and a Restricted choice for another – check the **[Character]**'s Army List entry to be sure.

### OPTIONAL UPGRADES

Many **[Character]s** and Regiments have additional options that can be purchased for them, such as Abilities, Officers and even extra Stands (in the case of Regiments). If you purchase any of these upgrades, simply add the points cost to that of the **[Character]** or Regiment for which the upgrade was purchased.

If you are able to purchase additional Stands, the cost will be clearly indicated in the top right corner of the Army List Entry, along with the Entry's points value.

Additionally, many Regiments include Command Models as part of their Army List Entry. These can be found under the "Command Models" section of the Entry.

## SPECIAL RULES AND SUPREMACY ABILITIES

Certain rules like those acquired through the purchasing of Masteries, Character Upgrades and Supremacy Abilities may provide unique abilities that extend beyond merely providing Characteristic upgrades to **[Character]** or Regiments and instead benefit an entire Warband or even the entire Army.

This raises the question of whether these abilities are "always active", "activated" or only applicable when the Character Stand or Regiment is on the Battlefield.

For this reason rules like this are followed by identifiers that allow the Player to easily recognize when these rules are applied. The identifiers are the following:

**Always Active:** This Ability is always considered to be active regardless of whether the **[Character]** or Regiment is currently on the Battlefield, in Reinforcements or having been destroyed.

**Activated:** This Ability can only be used once per Battle and requires the **[Character]** or Regiment to currently be on the Battlefield. Once Activated the effects last until the end of the Round regardless if the **[Character]**or Regiment has been removed from the Battlefield in the meantime.

**Battlefield:** This Ability is considered to be active while the **[Character]** or Regiment is currently on the Battlefield.

## THE GIFT

*Infused by the primordial force that is War and the elements of its prison, all Dweghom are Imbalanced, Gifted with the primordial elements of Fire and Earth and the potential for magic. The Tempered seek to moderate their magic through the use of grafts, while the Ardent embrace War's gifts wholeheartedly, riding the waves of ruin as their reshaped nature demands. For the rest, most ignore their Gift, enjoying the simple blessings it offers in their everyday lives. Dormant but ever eager, the Gift can drive them to new extremes when properly awakened.*

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

*While the Gift of both Earth and Fire is present in all Dweghom, it need not be—and rarely is—in... equal imbalance. Thus, many of the warriors and the tools of war of the Dweghom have been forged by the influence of Fire, Earth, or even Magma, bringing about constructs and forms imbued with awe-inspiring elemental power.*

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**. There can never be more than 10 Markers in the Elemental Power Pool.

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

*...There, surrounded by a fury and rage that dwarfed even their own, they came across their doom, as well as their salvation. Bound by the Dragons in Primordial Earth and Fire since Ea itself was still young, it had languished in the smothering embrace of its chthonian tomb for eons uncounted, beyond the reach of the mortal races – or so the Dragons thought. Every rage-fueled strike of the Ancestors' pickaxes and every angry, shattering blow of their hammers had become a prayer, turning their ordeal into a pilgrimage that burrowed through not only the miles of obdurate stone that separated them, but across the very borders of reality itself, until they stood before the throne and prison of War, the Second Horseman and Incarnate Soul of Destruction.*

Dweghom Regiments cannot be Shattered.

## THE DWEGHOM CREEDS

*Split between the fanatical Ardent, the gifted Tempered, and the civilian populous, Dweghom society is riven through and through. Violent confrontations between members of these factions are a common sight, where long-standing feuds can spark isolated incidents into full-fledged internecine warfare at a moment's notice. Leadership within each hold rests on a tenuous distribution of responsibilities and power between these three castes, established and held only through a delicate balance of violence, compromise, and efficiency, under the supervision and guidance of the Mnemancers. One of the only things the leadership can agree on is that internal conflicts can be set aside in the face of an exterior enemy; as a result, most Dweghom hosts are in a state of perpetual conflict and ever ready to bring War to any brave, or foolish, enough to give them cause.*

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. Creeds provide powerful bonuses to your Army but only allow for specific choices in Warlords. Each Warlord's Supremacy ability is listed under each Creed for ease of reference and Army List building.

## THE ARDENT CREED

*Among the Dweghom, those who follow the Ardent Creed are the most fanatical proponents of war and conflict as an expression of self, as a perpetual defiance of the hardships and obstacles the world would place in their path.*

**Only an Ardent Kerawegh, Exemplar, or Lost Ancestor may be the Warlord of a Dweghom Army following the Ardent Creed.**

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.
- Friendly **[Ardent]** and **[Clan]** Command Stands may always Die Fighting! As if they were **[Character]s** even if the Regiment has already Activated.
- Friendly Regiments gain the Pathfinders Special Rule.

### ARDENT KERAWEGH - SUPREMACY ABILITY

**Herald of War**

*To command authority among a Creed that prizes individuality above all is impossible... Ardent Kerawegh are not commanders, but leaders in the truest sense of the word. Trailblazers whose individual achievement and charisma means that where they go, others follow in the knowledge that his path is righteous... and promises a lot of Aghm can be earned.*

**[Always Active]:** When the Regiment this **[Character]** is attached to becomes "Awakened," all Friendly **[Ardent]** Regiments within 8" of the Regiment immediately become "Awakened" as well.

**[Activated]:** Friendly **[Ardent]** Regiments immediately Heal 4 Wounds and gain the Lethal Demise (+4) Special Rule until the end of the Round.

### EXEMPLAR - SUPREMACY ABILITY

**Paragon of War**

*Examples of what all Dweghom should aspire to, these warriors have shown immense skill through both body and mind, spearheading their kin into battle with skill and determination in abundance. Often considered to be future candidates for Raeghdom, they are Exemplars, and they hold on to said title with each mighty swing of their weapon.*

**[Always Active]:**

- While the Regiment this **[Character]** is attached to is currently engaged, all Friendly Regiments on the Battlefield become Awakened.
- The **[Character]** gains the Forward Force Special Rule.

### LOST ANCESTOR - SUPREMACY ABILITY

**Living Legend**

*The Dweghom are so fractious and intransigent that not even the arrival of the Ancestors and the Lost has swayed them from their chosen paths. If the Ancestors want to guide, they have to earn the right like all others, earning Aghm in duels and on the field of battle. However, once an Ancestor has proven himself, his authority is unassailable, capable of making even the Tempered and Ardent put aside their differences... at least while the battle rages.*

**[Always Active]:** The Army does not select a Creed; instead, both the Ardent and Tempered Creeds are considered to be Active.

## THE TEMPERED CREED

*When the Tempered Creed looks to the past, they see a squandered opportunity to elevate the Dweghom into a superior form: harnessing the magic that rages within them and being injured by hardship but absent the uncontrolled, fiery aspect they unwittingly inherited from the Primordial. They seek to temper the current excesses of the Dweghom race to see it rise once more.*

**Only a Tempered Sorcerer, Tempered Steelshaper, or Lost Ancestor may be the Warlord of a Dweghom Army following the Tempered Creed.**

**Your Army gains the following benefits:**

- When a Friendly **[Tempered] [Character]** successfully casts a Spell from an Elemental School they may immediately add an Elemental Power Marker to the Elemental Power Pool.
- 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 until the end of that Action.

### TEMPERED STEELSHAPER - SUPREMACY ABILITY

**Thesis/Antithesis/Synthesis**

*The truth that few sorcerers among the Tempered are willing to acknowledge about the final step of the path of the Forge, the fusion of Fire and Earth into Metal, is that it requires such mastery and control that its practitioners are no longer Dweghom. The demands and pressures of their path have led them to the threshold of something completely new and alien...*

**[Always Active]:**

- When a Friendly non-Monster **[Forged]** Regiment becomes "Awakened," it immediately Heals 2 Wounds.
- Once per Game, when a non-Monster **[Forged]** Regiment becomes "Awakened" you may decide to spend 3 Markers from your Elemental Power pool 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.

### TEMPERED SORCERER - SUPREMACY ABILITY

**Forgemaster**

*Unlike the institutions of higher learning among humanity or the spires, the Tempered Halls do not operate in a communal manner. Each forge is manned by a single Sorcerer and apprentices rotate amongst each sorcerer's forge until such time as they are awarded the title of Journeyman, when they become part of that Sorcerer's Forge until such time as they are acknowledged, or force their master to acknowledge, their rise to the Rank of Sorcerer, whereupon they set off on their own, expanding the Halls with the addition of one more Forge whose residents and their weaponry become an expression of his own brand of sorcery.*

**[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 Line of Sight up to half of the Spell's Range 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.

#### LOST ANCESTOR - SUPREMACY ABILITY

**Living Legend**
*The Dweghom are so fractious and intransigent that not even the arrival of the Ancestors and the Lost has swayed them from their chosen paths. If the Ancestors want to guide, they have to earn the right like all others, earning Aghm in duels and on the field of battle. However, once an Ancestor has proven himself, his authority is unassailable, capable of making even the Tempered and Ardent put aside their differences... at least while the battle rages.*

**[Always Active]:** The Army does not select a Creed; instead, both the Ardent and Tempered Creeds are considered to be Active.

## THE CLAN CREED

*Raised to both the Ardent and Tempered Creed, the Clan embodies the core values of each, without descending into extremes. Inheritors of the legacy of their Ancestors, these fearless warriors fear nothing and stop at nothing.*

**Only a Hold Raegh or Exemplar may be the Warlord of a Dweghom Army following the Clan Creed.**

**Your Army gains the following benefits:**
While Friendly **[Clan]** Regiments are "Awakened," they gain the Oblivious and Iron Discipline Special Rules.

#### HOLD RAEGH - SUPREMACY ABILITY

**First Born of War**
*Rising to the rank of Raegh requires a Dweghom to be an exceptional warrior and canny strategist. To truly command the Hold, to not only hold back the influence of the Creeds but also harness their resources for the betterment of the Clan, while preventing the hold from descending into pure anarchy, requires a Dweghom of almost preternatural focus, commitment, and sheer will.*
**[Battlefield]:** At the end of each Round's Supremacy Phase, select two Friendly Regiments anywhere on the Battlefield, to become "Awakened" until the end of the Round.

In addition, the **[Character]** gains the Forward Force Special Rule.

#### EXEMPLAR- SUPREMACY ABILITY

**Paragon of War**
*Examples of what all Dweghom should aspire to, these warriors have shown immense skill through both body and mind, spearheading their kin into battle with skill and determination in abundance. Often considered to be future candidates for Raeghdom, they are Exemplars, and they hold on to said title with each mighty swing of their weapon.*
**[Always Active]:** While the Regiment this **[Character]** is attached to is currently in contact with an Enemy Regiment all Friendly Regiments on the Battlefield become Awakened. In addition, the **[Character]** gains the Forward Force Special Rule.

## RULES IN A NUTSHELL

Just starting out and got questions? Here's a quick rundown of how the Dweghom rules work! These explanations are brief and will help you quickly start playing your first games or answer some questions you may have! Make sure to join our Discord channel and you may always reach out to us at rules@para-bellum.com with any questions you may have.

## WHAT DOES MY ARMY DO?

When commanding the Dweghom, you take charge of a faction locked in both physical and ideological conflict. Should one embrace or resist the pull of their primordial Gift? Is it wiser to master one's nature, or to rise above it through discipline and choice?

To wrestle with these questions is to begin to understand the Dweghom mind. This Army List is your guide through that struggle - offering insight into the forces at play, both on the battlefield and within.

To start, you'll need to choose a Creed - your stance in the Dweghom's ongoing ideological divide.
**[Ardent]** represents raw aggression, living for the moment, and embracing violence as a truth of existence.
**[Tempered]** values magical prowess, control, and the pursuit of refined power.
**[Clan]** stands for the here and now - pragmatic, immovable, and stalwart in the face of any threat.

Think of your Creed as the lens through which your army views the world... and the battlefield.

Once you decide on your Creed it is time to decide who will be your Warlord. The Warlord choice allows you to delve deeper into your Creed's strengths and unlock its full potential.

Next comes the Gift—that ancient, primal force woven into the very being of every Dweghom. How it manifests is shaped by the Creed you choose.

**[Ardent]** Awakens the Gift through Charging and Destroying enemy Regiments, feeding off the fury of battle. As they unleash violence, their Regiments unlock unique, aggressive effects.

**[Tempered]** Awakens by amassing Elemental Power. Their **[Forged]** Regiments gather this energy and expend it to trigger potent magical abilities - controlling the field through measured bursts of arcane force. Your **[Forged]** Regiments can make use of Elemental Power regardless of Creed - but its the **[Tempered]** Creed that truly elevates them.

**[Clan]** Awakens through discipline, sustained combat, and a direct call to action. Their leaders play a pivotal role, commanding their forces into Awakening, representing the unyielding unity and resilience of the Clan way.

No matter which path you choose, the Dweghom will raise a wall of steel that only the mightiest foes can hope to break through. And if they do... well, that's a foe worthy enough to have another go.



## Ardent Kerawegh — 100 Points

*Mighty warriors in their own right and exemplars of the Ardent Creed, the Kerawegh are a terror on the field not for their skill at arms, but rather for their ability to channel the fervor of their brethren into harsh battlefield miracles. The savage thaumaturgies they are capable of invoking are not taught, as there is nothing that resembles a church or structured faith amongst the Kerawegh. They are gifts earned at the very end of their Descent—the Dheukorro—on the very threshold of War's primordial prison.*

| Type | Class | M | V | C | A | W | R | D | E | Supremacy |
|---|---|---|---|---|---|---|---|---|---|---|
| Infantry | - | - | 1 | 3 | 5 | 5 | 4 | 3 | 0 | Herald of War |

**Special Rules:** Cleave (1), Priest (6), Tenacious (1)
**Battlefield Role:** [Character], [Ardent]
**Character:** This Character Stand is comprised of 1 Stand with 1 Model on it.

**To the End:**
- When this [Character] initiates a Duel by performing a Duel Action - keep performing out-of-sequence Duel Actions until either or both [Character]s are destroyed.
- Should the Enemy [Character] decline a Duel, then the Regiment this [Character] is attached to immediately becomes "Awakened" until the end of the Round.

**But First:** During the [Character]'s Activation, after performing a Spellcasting Action, the [Character] may then immediately perform a Free Duel Action.

## Ardent Kerawegh

**Slain Bigger**: While the **[Character]** participates in a Duel against a Monster **[Character]** Regiment, or a **[Character]** with the Rider Special Rule the **[Character]** adds +3 to their Evasion Characteristic (to a maximum of 3) and gains the Fearless Special Rule.

**Hymns of War:** When this **[Character]** successfully casts a Spell, Target Friendly **[Ardent]** Regiment within 10" becomes "Awakened."

**The Ardent Kerawegh has access to the following Spells:**

- *Fear*
- *Dismay*
- *Rancor*
- *Resolve*

### Character Upgrades

**Relics:** May purchase a single Relic at the indicated point cost.

**Masteries:** May purchase a single Mastery from any category.

### Warband

**This Warband may not contain more than 2 Regiments of Flame Berserkers.**

| | | | |
|---|---|---|---|
| *Mainstay:* | *Flame Berserkers*<br>*Hold Ballistae,*<br>*Hold Warriors,*<br>*Initiates,* | *Restricted:* | *Lost,*<br>*Wardens* |



## Hold Raegh — 100 Points

*To behold a Hold Raegh on the field of war is to witness a Paragon of his craft at the very pinnacle of his prowess. To rise to the position of Raegh, a Dweghom must reach a value of Aghm determined by the Mnemancers of each hold (considering the population, productivity, history and achievements of the Hold in question) while surpassing all others. In a society as militarized as the Dweghom, there is only one path that can lead to such heights: the craft of war. In the early stages of his prospective career, an aspiring candidate earns his Aghm directly: feats of arms and valor at the trials, and later the field of battle.*

| Type | Class | M | V | C | A | W | R | D | E | Supremacy |
|---|---|---|---|---|---|---|---|---|---|---|
| Infantry | - | - | 1 | 4 | 5 | 5 | 4 | 4 | 0 | First Born of War |

**Special Rules:** Cleave (2), Hardened (1)
**Battlefield Role:** [Character], [Clan]
**Character:** This Character Stand is comprised of 1 Stand with 1 Model on it.

**Preternatural Focus [Draw Event]:**
Target Friendly Regiment within 10", until the end of the Round:
- The Regiment becomes Awakened.

**To the End:**
- When this [Character] initiates a Duel by performing a Duel Action - keep performing out-of-sequence Duel Actions until either or both [Character]s are destroyed.
- Should the Enemy [Character] decline a Duel, then the Regiment this [Character] is attached to immediately becomes "Awakened" until the end of the Round.

## Hold Raegh

### Character Upgrades

**Relics:** May purchase a single Relic at the indicated point cost.

**Masteries:** May purchase a single Mastery from any category.

### Warband

| | | | |
|---|---|---|---|
| *Mainstay:* | *Hold Ballistae, Hold Warriors, Hold Thanes, Initiates* | *Restricted:* | *Dragonslayers, Ironclad Drake, Wardens* |





## Exemplar — 100 Points

*Dweghom that survive and best the raging monstrosities met in their Dheukorro emerge as Exemplars, embodiments of War like none other. Often considered to have the makings of a future Raegh, theirs is the mastery of battle and its bloody arts, fighting with such ferocity and might that awe, fear, and admiration become commonplace at the mere sight of them.*

| Type | Class | M | V | C | A | W | R | D | E | Supremacy |
|---|---|---|---|---|---|---|---|---|---|---|
| Infantry | - | - | 1 | 3 | 5 | 5 | 4 | 3 | 0 | Paragon of War |

**Special Rules:** Shield, Counter Attack, Cleave (1), Flurry, Quicksilver Strikes, Hardened (1)

**Battlefield Role:** [Character], [Clan], [Ardent]

**Character:** This Character Stand is comprised of 1 Stand with 1 Model on it.

**To the End:**

- When this [Character] initiates a Duel by performing a Duel Action - keep performing out-of-sequence Duel Actions until either or both [Character]s are destroyed.
- Should the Enemy [Character] decline a Duel, then the Regiment this [Character] is attached to immediately becomes "Awakened" until the end of the Round.

**Slain Bigger**: While the [Character] participates in a Duel against a Monster [Character] Regiment, or a [Character] with the Rider Special Rule the [Character] adds +3 to their Evasion Characteristic (to a maximum of 3) and gains the Fearless Special Rule.

## Exemplar

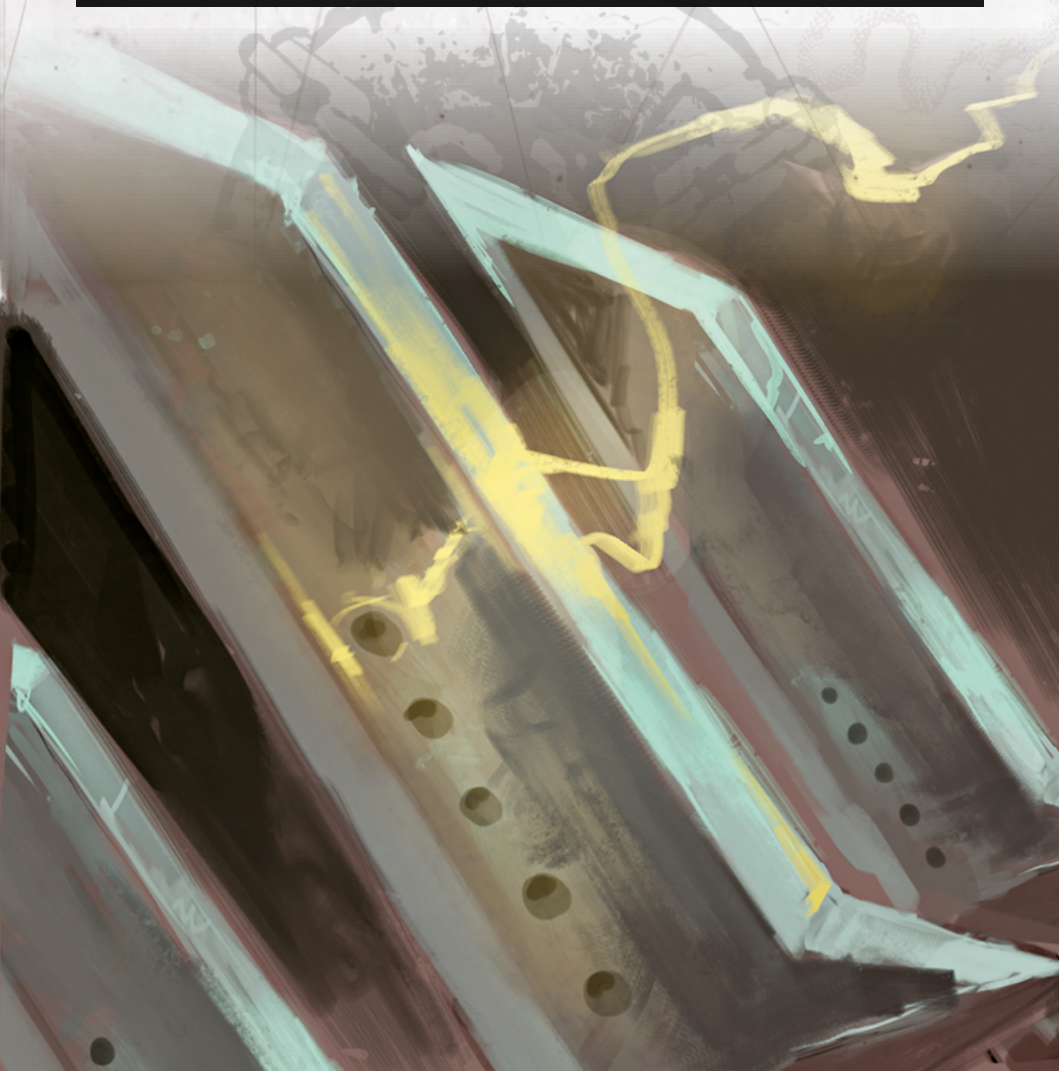
### Character Upgrades

**Relics:** May purchase a single Relic at the indicated point cost.

**Masteries:** May purchase a single Mastery from any category.

### Warband

| | | | |
|---|---|---|---|
| *Mainstay:* | *Hold Ballistae,*<br>*Hold Warriors,*<br>*Initiates*<br>*Wardens* | *Restricted:* | *Dragonslayers,*<br>*Flame Berserkers,*<br>*Hold Thanes,* |





## Tempered Sorcerer — 110 Points

*Infused with techno-sorcerous grafts that keep in check their considerable magical powers, the Tempered Sorcerers are elemental powerhouses that call forth ruin upon the battlefield. Fire, earth, and magma: these are the forces at the behest of such potent spellcasters, though only the truly disciplined may hope to survive long enough to command such awe-inspiring power. The path of the Tempered Sorcerer is arduous indeed, for those gifted with magical potential face the threat of destruction both from within and without—with perseverance promising abilities of earth-shattering potential!*

| Type | Class | M | V | C | A | W | R | D | E | Supremacy |
|---|---|---|---|---|---|---|---|---|---|---|
| Infantry | - | - | 3 | 2 | 4 | 5 | 3 | 2 | 0 | Forgemaster |

**Special Rules:** Barrage (4) (16"), Wizard (7)
**Battlefield Role:** [Character], [Tempered], [Forged]
**Character:** This Character Stand is comprised of 1 Stand with 1 Model on it.

**The Tempered Sorcerer must select one of the following Schools at no additional point cost and knows all Spells from that School.**

**Fire:** *Coruscation, Fireball, Flamewall*
**Magma:** *Magmatic Seep, Pyroclast, Eruption*
**Earth:** *Broken Ground, Roots of Stone, Rock Shaping*

## Tempered Sorcerer

### Character Upgrades

**Relics:** May purchase a single Relic at the indicated point cost.

**Masteries:** May purchase a single Mastery from any category.

### Warband

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

| | | | |
|---|---|---|---|
| *Mainstay:* | *Fireforged,*<br>*Hold Ballistae,*<br>*Hold Warriors,*<br>*Inferno Automata* | *Restricted:* | *Found,*<br>*Hellbringer Drake,*<br>*Magmaforged,*<br>*Stoneforged* |





## Tempered Steelshaper — 110 Points

*Those who can grasp the faintest edges of the power a Steelshaper possesses—beings indistinguishable from their armor and near-alien in their machinations—would be rightfully puzzled by the notion that an army containing one might be defeated or even challenged, for their control over metal is total. And for those who have questioned a Steelshaper on this issue, the same, flat, and unexplained answer is invariably given: Balance is needed.*

| Type | Class | M | V | C | A | W | R | D | E | Supremacy |
|---|---|---|---|---|---|---|---|---|---|---|
| Infantry | - | - | 2 | 3 | 4 | 6 | - | 3 | 3 | Thesis/Antithesis/Synthesis |

**Special Rules:** Wizard (7), Terrifying (1), Smite
**Battlefield Role:** [Character], [Temepered], [Forged]
**Character:** This Character Stand is comprised of 1 Stand with 1 Model on it.

**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.

**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.

## Tempered Steelshaper

**The Tempered Steelshaper has access to the following Spells:**

*Hone Blades*
*Temper Plate*
*Unmake Armor*

### Character Upgrades

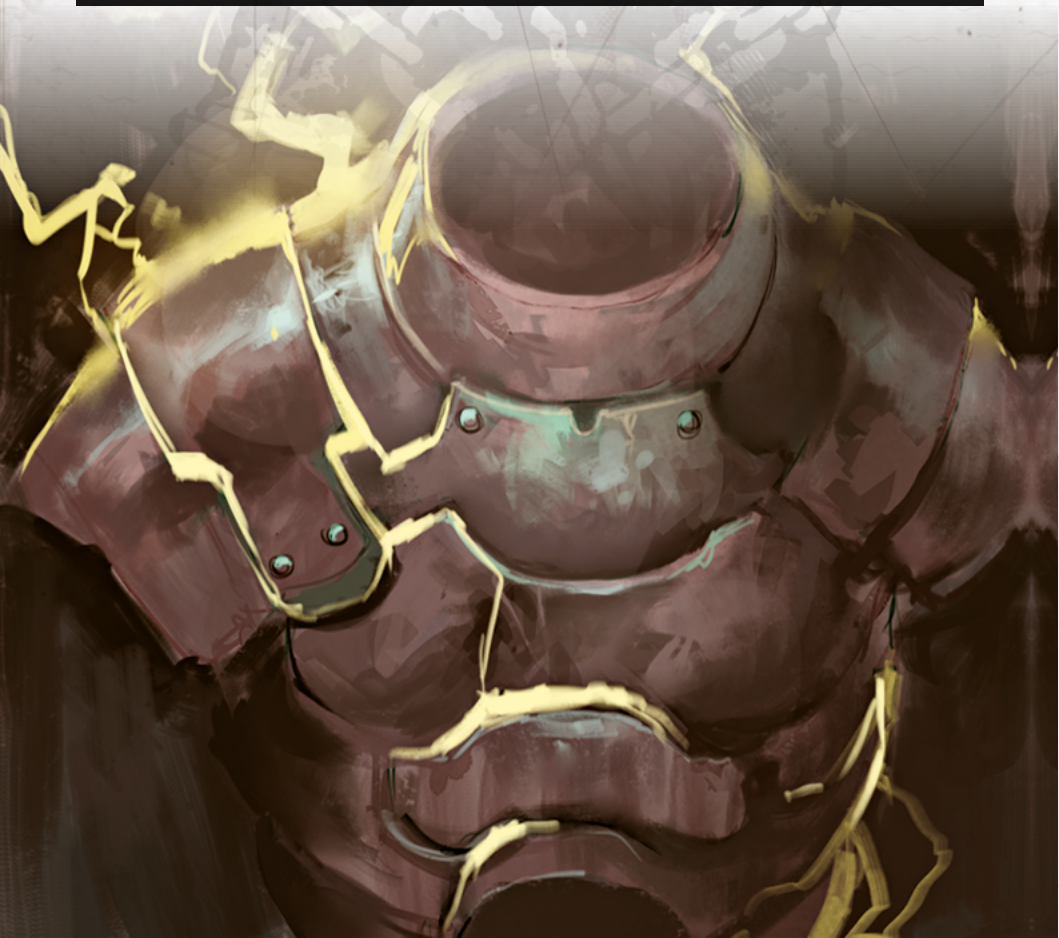
**Relics:** May purchase a single Relic at the indicated point cost.

**Masteries:** May purchase a single Mastery from any category.

### Warband

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

| | | | |
|---|---|---|---|
| *Mainstay:* | *Fireforged, Magmaforged Inferno Automata* | *Restricted:* | *Hellbringer Drake , Steelforged, Stoneforged,* |





## Lost Ancestor — 120 Points

*When the Dweghom Ancestors broke the prison of War to empower their kin that they might cast off their shackles, they knew their efforts would doom them to the same eternal prison the dragons had forged for the Horseman of War. Even the incredible metal effigies these elders crafted to bypass War's prison cannot long survive the power these Ancestors bring to bear on the battlefield, their physical forms deteriorating even as their spiritual power grows, ultimately consuming the host in an incandescent blast.*

| Type | Class | M | V | C | A | W | R | D | E | Supremacy |
|---|---|---|---|---|---|---|---|---|---|---|
| Brute | - | - | 1 | 3 | 5 | 6 | 4 | 3 | 3 | Living Legend |

**Special Rules:** Cleave (2), Wizard (6), Hardened (1), Lethal Demise (6)
**Battlefield Role:** [Character], [Temepered], [Ardent]
**Character:** This Character Stand is comprised of 1 Stand with 1 Model on it.

**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.**

**Unassailable Authority [Draw Event]:** The Regiment the **[Character]** is currently attached to immediately becomes "Awakened."

**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.

## Lost Ancestor

**The Lost Ancient has access to the following Spells. In addition, the Lost Ancestor must also select an Elemental School and knows all Spells from that School.**

*Litanies of Battle*
*Songs of the Descent*

### Character Upgrades

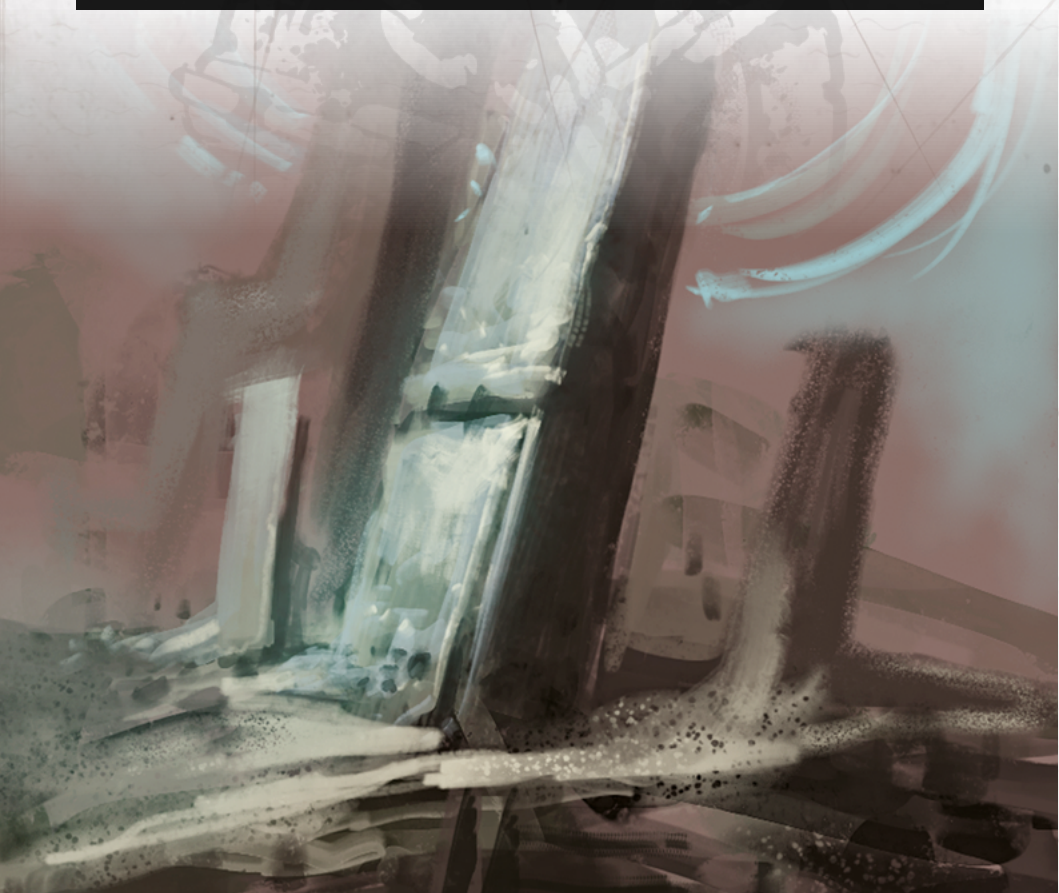
**Relics:** May purchase a single Relic at the indicated point cost.

**Masteries:** May purchase a single Mastery from any category.

### Warband

**There can only be a maximum of 2 Lost and 2 Found Regiments in this Warband**

| | | | |
|---|---|---|---|
| *Mainstay:* | *Fireforged, Found, Initiates, Lost, Wardens* | *Restricted:* | *Magmaforged , Steelforged,* |



## CHARACTERS AND CHARACTER UPGRADES

Magical Items and Heraldry are an important part of a Faction's culture and history. Each Faction has access to a list of Character Upgrades as described in their Army List. Unless noted otherwise, each entry may only be selected once in your Army List, and it does not have to be visually represented on the **[Character]** model or Stand. Each Character Upgrade confers abilities or attributes to the **[Character]**, and their bonuses are lost as soon as the **[Character]** is removed from the game for any reason.

## RELICS

*Each Relic may only be included in your Army once.*

### Weapons

**Chthonic Flame** **25 points**
*Either a salvaged Flame Berserker axe or a replica weapon designed by Sorcerers, these weapons radiate fire and liquid flame with every blow.*
Enemy Stands Re-Roll successful Morale Tests when suffering Wounds from this **[Character]** as part of a Clash or Duel Action.

**Draegbhrud** **25 points**
*No Dweghom blade is forged as a Draeghbrud, 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]** gains the Cleave (+1) and Fiend Hunter Special Rules.

**Tempered Goad** **35 points**
*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.*
Enemy **[Character]**s cannot decline a Duel by this **[Character]**.

**Champion's Horns** **5 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]** adds +1 to their Attacks Characteristic.

### Memories

**Gifted in Fire** **20 points**
*Control is not the main Characteristic of those Gifted with the element of Fire. Be 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.*
**Can Only Purchase if the Army is Following the Tempered Creed**
The **[Character]** adds +1 to their Attacks Characteristic and gains the following Draw Event: **Gifted in Fire [Draw Event]:** Add an Elemental Power Marker to your Elemental Power pool.

**Invocation of the Shattering** **20 points**
*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]** gains the Flawless Strikes Special Rule. Should the Character perform a Duel Action, the Regiment the **[Character]** is currently attached to also gains the Flawless Strikes Special Rule until the end of the Round.

**Litanies of Victory** **10 points**
*Filled with Memories of ages past, when dragons still roamed the world—until they met the Dweghom. These runes speak of the very essence of victory: persevere against all odds.*
The Regiment the **[Character]** is attached to always counts as being "Awakened."

## Armor

**Runeforged Plate** **25 points**

*Inscribed with elemental runes gleaned from War's shattered prison, such armor hungers with primordial malice, drawing from the elements around it to empower the wearer.*

The **[Character]** gains access to the Runeforged Plate **[Draw Event]**: 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 the amount of Markers spent:

- 1 Marker: Add +2 to the **[Character]'s** Attack Characteristic
- 2 Marker: Add +4 to the **[Character]'s** Attack Characteristic

**The Crown of Ushkelodh** **25 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 Infantry Regiment this **[Character]** is currently attached to adds +1 to its March Characteristic and gains the Impact (+2) Special Rule to a maximum of Impact (5).



## MASTERIES

**[Character]s** are heroes of renown or highly gifted individuals, who excel above and beyond the masses. Be it through luck, education, training and effort or other powers at work, **[Character]s** have mastered abilities that make them exceptional.

Masteries are optional upgrade abilities for your **[Character]s** and confer bonus abilities to your **[Character]**. As a rule of thumb a **[Character]** may select **one** Mastery, however there are cases in which a **[Character]** may be able to purchase more than one. This will be clearly stated in the **[Character]'s** Army List Entry. Each Mastery can only be purchased once, unless stated otherwise.

### Domination

**World Breakers** **60 points**
*The Dweghom once broke the world—that Memory drives them to this day.*
The **[Character]** can never have its modified Defense, Evasion, and Resolve Characteristics reduced below 3. While the Infantry Regiment this **[Character]** is currently attached to is "Awakened", it also benefits from the effects of this Mastery.

**First in the Fray** **30 points**
*To embrace War is to be the first to leap into the fray.*
**Can Only Purchase if the Army is Following the Ardent Creed**
**[Always Active]:** While a Friendly Infantry Regiment is currently the foremost Regiment, it gains the Terrifying (+1) Special Rule (to a maximum of 2).

**Superiority** **20 points**
*To claim superiority in war is to dominate others on the battlefield—a claim affirmed only through victorious combat and the Aghm it awards.*
If this **[Character]** destroys an Enemy **[Character]** as a result of performing or participating in a Duel Action, the Enemy Regiment that Enemy **[Character]** was attached to immediately suffers a -1 to its Resolve Characteristic until the end of the Round.

**Bloody-Minded Focus** **5 points**
*The battlefield is no place for hesitation; you are to fight until your muscles give out and your enemy lies dead.*
This **[Character]** always Dies Fighting!

### Command

**Bergont Raegh** **30 points**
*While the greatest standing a Dweghom Warrior can attain is that of Hold Raegh, not all Raeghs are equal. The greatest among them are given the title of Bergont Raegh, riding atop formidable Ironclad Drakes as is their right. Such an honor persists beyond death—the Bergont Raegh's cadaverous form remains atop the Ironclad Drake until another might match his achievements and claim his title.*
**(Warlord Hold Raegh only)** The **[Character]** gains the Rider Special Rule and must choose to ride an Ironclad Drake in their Warband. Furthermore, the **[Character]**and Ironclad Drake gains the Flawless Strikes and adds +2 to its Wounds Characteristic.

**Hellbringer Sorcerer** **30 points**
*When the Dweghom turned on their creators, it was their affinity for sorcery and metallurgy that allowed them to create weaponry capable of threatening even creatures as mighty as the Dragons. Hellbringer Sorcerers are the custodians of this ancient craft and, even to this day, ride the debased descendants of their ancestral enemies, ready to rain down hell on their unsuspecting opponents.*
**(Tempered Sorcerer only)** 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).

**Relentless March** **30 points**

*The word for "School" in the language of the Dweghom literally translates to "Training Camp". There are benefits to this.*

**[Always Active]:** Friendly Infantry Regiments add +1 to their March Characteristic during the second March Action they perform each Activation.

**Thaumaturge** **30 points**

*"Bow before my power and despair, for I have mastered sorcery beyond your feeble comprehension!"*

Whenever an Enemy Regiment is destroyed as a result of this **[Character]'s** Spellcasting Action the **[Character]** gains the Wizard (+1) Special Rule for the duration of the Battle (to a maximum of +2).

**Ferric Throne** **20 points**

*Seated on an iron-streaked, craggy throne infused with steel or crystalline matrices whose complexity boggles the minds of most, the Steelshaper now rides a tectonic Stoneforged into battle—the titanic construct granting him hitherto unreached dominion over the battlefield.*

**(Tempered Steelshaper only) [Aura]** The **[Character]**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.

**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.



## ELEMENTAL SCHOOLS

### *SCHOOL OF FIRE*

**Coruscation** **Range: 16"** **Attunement: 4**

*Like the fiery embers of an exploding volcano, an infernal cascade of sparks showers the enemy with their hissing embrace.*
Target Enemy Regiment:
- The Regiment suffers 1 Hit per success.

**Fireball** **Range: 12"** **Attunement: 3**

*A tale as old as time, when a roiling ball of fire explodes, engulfing enemies in its burning embrace.*
Target Enemy Regiment:
- The Regiment suffers one Hit per success. These Hits have the Armor Piercing (2) Special Rule.

**Flame Wall** **Range: 12"** **Attunement: 3**

*A fire-born partition whose flames sputter with intense heat; its embrace invites a most devastating conflagration.*
Target Enemy Regiment:
- The Regiment suffers one Hit per success.
- If at least four successes are scored, that Regiment counts as being within a piece of Hindering Terrain until the end of the Round.

### *SCHOOL OF MAGMA*

**Magmatic Seep** **Range: 12"** **Attunement: 3**

*Like a wound, the earth splits, and, from within, magma seeps out.*
Target piece of Zonal Terrain:
- The Zonal Terrain counts as Erupting until the end of the Round.
- The Zonal Terrain loses the Cover keyword until the end of the game.

**Pyroclast** **Range: 10"** **Attunement: 3**

*A rock wreathed in magma is a terrible thing—when hurled at an enemy, it is more terrifying still.*
Target Enemy Regiment:
- The Regiment suffers one Hit per success. These Hits have the Armor Piercing (1) Special Rule. This Spell may target an Enemy Regiment within 6" 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.

**Eruption** **Range: 12"** **Attunement: 3**

*When the earth bursts open and its magmatic contents erupt onto the world, destruction is assured.*
Target piece of Zonal or Garrison Terrain:
- The Zonal Terrain counts as Erupting until the end of the Round.
- 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.

### *SCHOOL OF EARTH*

**Roots of Stone** **Range: 12"** **Attunement: 4 (Scaling)**

*To root oneself into the earth is to be as immovable and unyielding as stone.*
Target any Regiment, until the end of the Round:
- Friendly Regiment gains Counter-Attack and Parry Special Rules.
- Enemy Regiment suffers -2 to its March Characteristic (to a maximum of -2).

**Broken Ground** **Range: 12"** **Attunement: 3**

*The stability and solidity of the very ground we stand upon is often taken for granted; made brittle and collapsing, one turns a trusted path into an unexpected obstacle.*
Target Enemy Regiment, until the end of the Round:
- The Regiment loses the Juggernaut Special Rule and cannot Re-Roll its Charge Distance.
- If the Regiment fails a Charge it suffers wounds equal to the result of the die determining that Charge distance. These Wounds do not trigger Morale Tests.

**Rock Shaping** **Range: 12"** **Attunement: 4**

*Stone and rock can be reshaped by those that command it—impaling and crushing their enemies.*
Target Enemy Regiment:
- The Regiment suffers 1 Hit per success.
- After resolving these Hits, add an Elemental Power Marker to your Elemental Power Pool.

### *SCHOOL OF STEEL*

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

*An edge willed sharper—a blade made deadlier.*
Target Friendly Regiment, until the end of the Round:
- The non **[Tempered]** Regiment Re-Rolls failed Hit Rolls of 6's during a Clash Action.
- The **[Tempered]** Regiment gains the Deadly Blades Special Rule instead.

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

*A song of rust and brittle verses, cast upon the opponent's armor and wasting it away.*
The Spell's Attunement value is equal to the Target Regiment's Defense Characteristic.

Target Enemy Regiment, until the end of the Round:
- The Regiment suffers a -1 to its Defense Characteristic and loses the Hardened (X) Special Rule.

**Temper Plate** **Range: 12"** **Attunement: 3**

*"Temper your resolve as I temper your armor. By my will and yours, both shall be unyielding!"*
Target Friendly Regiment, until the end of the Round:
- The Regiment gains the Indomitable (1) and Tenacious (1) Special Rules.

### *ARDENT KERAWEGH*

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

*The Ardent Kerawegh understands the true nature of War and knows that fear inevitably grips the minds and hearts of even the bravest; all that needs to be done is crack the walls of bravery that contain it.*

Target Enemy Regiment, until the end of the Round:

- The Regiment Rolls 2D6 and picks the lowest when determining its Charge Distance and Re-Rolls Successful Morale Rolls of "1"

***Note**: Special Rules that would allow Re-Rolling Charge Distances cause both D6s to be Re-Rolled.*

**Rancor** **Range: 8"** **Attunement: 3**

*With terse commands, the Ardent Kerawegh can imbue his followers with bitter determination, channeling said ill will toward the enemy.*

Target Friendly **[Ardent]** Regiment, until the end of the Round:

- The Regiment gains the Juggernaut Special Rule

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

*There is no certainty in battle, not even for the most experienced. Wielding doubt and dismay like others wield blades, the Kerawegh can snuff out all hope of victory from enemy hearts.*

Target Enemy Regiment:

- The Regiment Re-Rolls successful Morale Tests of "1" and **[Character]s** attached to that Regiment may not deny a Duel Action.

**Resolve** **Range: 12"** **Attunement: 3**

*Fortifying their resolve, the Kerawegh can transform allies into calamitous throngs, unmoving, unyielding, and unending in their advance.*

Target Friendly **[Ardent]** Regiment, until the end of the Round:

- The Regiment gains the Indomitable (X) Special Rule, where X is 1 point of Indomitable for every 2 successes scored (to a maximum of Indomitable (3)) .

### *LOST ANCESTOR*

**Songs of the Descent** **Range: 10"** **Attunement: -**

*The deep places of the world growl with tectonic rhythm; to the uninitiated, such a cadence invites only harm.*

The Spell counts as being automatically cast.

Target Enemy Regiment:

- The Regiment suffers 1 + X Hits where X is the number of Awakened Regiments within 12" of this **[Character]** (to a maximum of 6 Regiments).

**Litanies of Battle** **Range: 12"** **Attunement: -**

*The rhetoric of war—hymns turned into promises of bloodshed.*

The Spell counts as being automatically cast.

Target Friendly Regiment, until the end of the Round:

- The Regiment gains the Dread Special Rule



## Dragonslayers

**220 Points / 70 per stand**

*The mightiest of all Dweghom warriors, held in greater regard than even the notably powerful Hold Thanes, the Dragonslayers are a potent relic from a bygone age—when dragons still lorded over the world. Donning ancient armor and weapons of near-mythical quality—originally meant to resist dragon fire—the Dragonslayers can shrug off otherwise deadly blows and strike down their enemies with terrifying ease.*

| Type | Class | M | V | C | A | W | R | D | E | Command Models |
|---|---|---|---|---|---|---|---|---|---|---|
| Infantry | Heavy | 5 | 1 | 4 | 5 | 5 | 4 | 4 | 0 | Leader, Standard Bearer |

**Special Rules:** Cleave (3), Fiend Hunter, Vanguard (3), Fearless

**Battlefield Role:** [Clan]

**Regiment:** This Regiment is comprised of 3 Stands with 4 Models on each Stand.

**Blades of the Ancestor:** When this Regiment causes an Enemy Regiment to be Destroyed, Friendly Regiments within 8" become Awakened until the end of the Round.

**Venerable:** The Regiment does not suffer Hits as a result of the Aura of Death and Lethal Demise Special Rules.

**Echoes of Dheureghodh:** This Regiment adds +2" to its Charge Distance when performing a Charge Action against a Monster Regiment.

**This Regiment may take one of the following Officers:**

Mnemancer's Apprentice **20 points**



## Fireforged

**160 Points / 50 per stand**

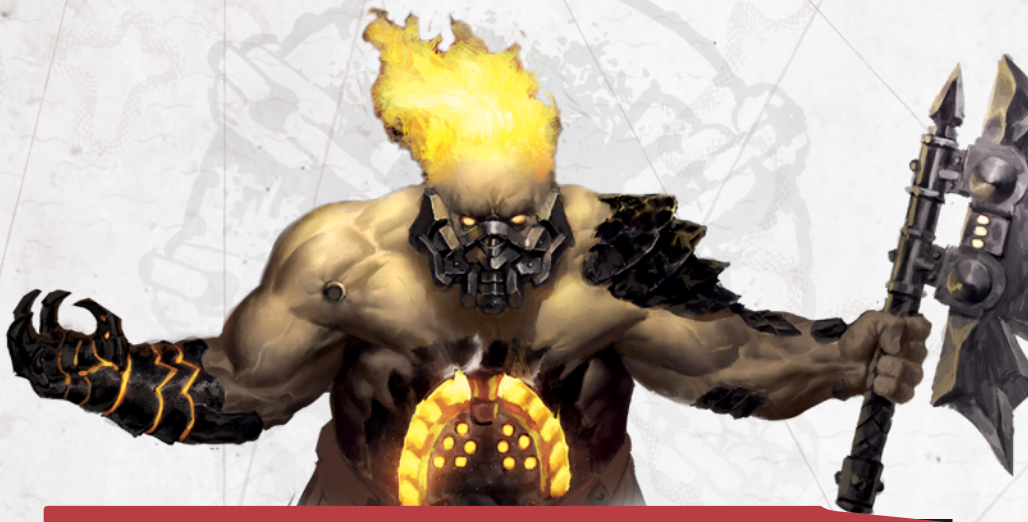
*Traditionally, Fireforged condense their own fire energy and shoot it directly at the enemy with almost no arc. Greater concentrations of fire energy turn this blast into something more akin to a beam. If, however, enough Earth energy is available in the environment, they can add a solid element to the projectile, allowing it to arc and reach the target much farther away as a molten shower.*

| Type | Class | M | V | C | A | W | R | D | E | Command Models |
|---|---|---|---|---|---|---|---|---|---|---|
| Infantry | Medium | 5 | 2 | 2 | 3 | 5 | 3 | 3 | 0 | Leader, Standard Bearer |

**Special Rules:** Barrage (3) (14", Armor Piercing (1)), Shield
**Battlefield Role:** [Tempered], [Forged]
**Regiment:** This Regiment is comprised of 3 Stands with 4 Models on each Stand.

**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.

**This Regiment may take one of the following Officers:**
Flamecaster **10 points**



## Flame Berserkers

**155 Points / 60 per stand**

*Greatly gifted in the ways of elemental fire, the Flame Berserkers seek to embody their flame-bound nature, not contain it. Theirs is an exchange of time for power: they become fiery avatars of war, trading their flesh for obsidian grafts that unleash and fully utilize their infernal potential—allowing them to burn bright and true during their self-diminished lifespans.*

| Type | Class | M | V | C | A | W | R | D | E | Command Models |
|---|---|---|---|---|---|---|---|---|---|---|
| Infantry | Light | 6 | 1 | 3 | 6 | 5 | - | 2 | 1 | Leader, Standard Bearer |

**Special Rules:** Aura of Death (2)
**Battlefield Role:** [Ardent]
**Regiment:** This Regiment is comprised of 3 Stands with 4 Models on each Stand.

**Life for Glory:** The Regiment does not have a Resolve Characteristic and is always considered to have passed any Morale or Resolve Characteristic Test. A [Character] cannot be attached to this Regiment. The Regiment does not become Broken. If the Regiment were to become Broken, it immediately becomes "Awakened" instead.

**While the Regiment is "Awakened," it gains the following effects below:**
The Regiment gains the Lethal Demise (+2) Special Rule.

**This Regiment may take the following Officer:**
Herald of Fire **20 points**



## Hellbringer Drake — 180 Points

*Following the defeat of the Dragons, it has long been a common practice among the Dweghom Holds to capture and break the lesser draco-forms to service. These drakes haul the Hellbringer Cannons, weapons designed to hunt and kill dragons and level cities...as well as anything else unlucky enough to find itself in their line of fire.*

| Type | Class | M | V | C | A | W | R | D | E |
|---|---|---|---|---|---|---|---|---|---|
| Monster | Medium | 7 | 2 | 2 | 10 | 16 | 3 | 3 | 0 |

**Special Rules:** Barrage (10) (16", Armor Piercing (1)), Impact (5), Cleave (1), Terrifying (1)

**Battlefield Role:** [Tempered], [Forged]

**Regiment:** This Regiment is comprised of 1 Stand with 1 Model on it.

**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.



## Hold Warriors

**130 Points / 35 per stand**

*The combat discipline of the sword and shield—or sword and axe, among other cases—remains a staple within a society as militarized as the Dweghom. Those that adhere to it become hardened veterans of their craft, their skills evident by their effectiveness in battle.*

| Type | Class | M | V | C | A | W | R | D | E | Command Models |
|---|---|---|---|---|---|---|---|---|---|---|
| Infantry | Medium | 5 | 1 | 2 | 4 | 5 | 3 | 2 | 0 | Leader, Standard Bearer |

**Special Rules:** Shield, Vanguard (3)
**Battlefield Role:** [Clan]
**Regiment:** This Regiment is comprised of 3 Stands with 4 Models on each Stand.

**While the Regiment is Awakened, it gains the Impact (2) Special Rule.**

**This Regiment may take one of the following Officers:**

| | |
|---|---|
| Herald of Fire | 15 points |
| Herald of Stone | 25 points |
| Herald of Magma | 15 points |
| Mnemancer's Apprentice | 20 points |



## Hold Ballistae

**130 Points / 40 per stand**

*Hardened veterans committed to lifelong military service, these warriors specialize in the eradication of enemies from afar and of those that take to the skies. Their aim never falters, and their volleys are lethal in the impact they carry.*

| Type | Class | M | V | C | A | W | R | D | E | Command Models |
|---|---|---|---|---|---|---|---|---|---|---|
| Infantry | Light | 5 | 2 | 1 | 4 | 5 | 2 | 2 | 0 | Leader, Standard Bearer |

**Special Rules:** Barrage (3) (16"), Armor Piercing (1), Shield
**Battlefield Role:** [Clan]
**Regiment:** This Regiment is comprised of 3 Stands with 4 Models on each Stand.

**This Regiment may take one of the following Officers:**

| | |
|---|---|
| Herald of Fire | 15 points |
| Herald of Stone | 25 points |
| Herald of Magma | 15 points |
| Mnemancer's Apprentice | 20 points |



## Hold Thanes

**180 Points / 50 per stand**

*Shining as warrior elites, even within a society as militarized as that of the Dweghom, the Hold Thanes are a truly immovable fighting force. They bear master-crafted arms and armor that only add to their lethality, allowing them to weather many a blow and deal punishment during combat in equal measure.*

| Type | Class | M | V | C | A | W | R | D | E | Command Models |
|---|---|---|---|---|---|---|---|---|---|---|
| Infantry | Medium | 5 | 1 | 3 | 4 | 5 | 4 | 3 | 0 | Leader, Standard Bearer |

**Special Rules:** Cleave (1), Shield, Vanguard (3)
**Battlefield Role:** [Clan]
**Regiment:** This Regiment is comprised of 3 Stands with 4 Models on each Stand.

**This Regiment may take one of the following Officers:**

| | |
|---|---|
| Herald of Fire | 15 points |
| Herald of Stone | 25 points |
| Herald of Magma | 15 points |
| Mnemancer's Apprentice | 20 points |



## Inferno Automata

**180 Points / 170 per stand**

*Powered by the smoldering remains of defeated and bound demonic entities, the Inferno Automata are avatars of lethality made of metal and stone. Piston-driven limbs and cruel claws make them a true terror upon the battlefield, pulverizing and tearing apart their enemies with cruel intent.*

| Type | Class | M | V | C | A | W | R | D | E |
|---|---|---|---|---|---|---|---|---|---|
| Brute | Light | 7 | 1 | 2 | 6 | 5 | 3 | 3 | 2 |

**Special Rules:** Irregular, Fluid Formation, Impact (2), Aura of Death (2)
**Battlefield Role:** [Tempered], [Forged]
**Regiment:** This Regiment is comprised of 3 Stands with 1 Model on each Stand.

**Empowerment:**
**The Regiment may spend an Elemental Power Marker to gain one of the effects:**

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



## Initiates

**140 Points / 40 per stand**

*For the prospects of the Ardent creed, the monumental task of descending into the world's cavernous deeps—the Deukhorro, the Descent below and a rite of passage—preparation is a matter of life or death. To best prepare themselves, they band together during battle to hone their skills, readying themselves for the fateful day of their most dangerous pilgrimage.*

| Type | Class | M | V | C | A | W | R | D | E | Command Models |
|---|---|---|---|---|---|---|---|---|---|---|
| Infantry | Medium | 5 | 1 | 2 | 4 | 5 | 3 | 2 | 0 | Leader, Standard Bearer |

**Special Rules:** Devout, Support (2), Pike Formation
**Battlefield Role:** [Ardent]
**Regiment:** This Regiment is comprised of 3 Stands with 4 Models on each Stand.

**Shieldwall:** The Regiment adds +2 to its Defense Characteristic against all Hits originating from their Front Arc.

**While the Regiment is Awakened, it gains the Support (+1) Special Rule.**

**This Regiment may take the following Officer:**

Herald of Stone **25 points**



## Ironclad Drake — 220 Points

*Wreathed in plates of hardened iron, these bestial behemoths march upon the battlefield and leave naught but destruction in their wake. Upon their bone-crushing frames sit the greatest of the Hold Raeghs; surrounded by fluttering banners, testaments to their honor, many have long since been claimed by death—yet their legacy demands they remain untouched, only displaced until one worthy enough can claim their war-forged throne.*

| Type | Class | M | V | C | A | W | R | D | E |
|---|---|---|---|---|---|---|---|---|---|
| Monster | Heavy | 7 | 1 | 3 | 12 | 18 | 3 | 4 | 0 |

**Special Rules:** Cleave (2), Brutal Impact (2), Impact (6), Unstoppable, Terrifying (2)
**Battlefield Role:** [Clan]
**Regiment:** This Regiment is comprised of 1 Stand with 1 Model on it.

**Testaments to Honor:** When the Ironclad Drake becomes Awakened, all Friendly non-Monster [Clan] Regiments within 6" immediately become Awakened too.



## Lost

**180 Points / 70 per stand**

*The Lost have been forged in the brutal conflicts that rage right outside War's Prison. As fires rage around them and the earth shudders and breaks, these unstoppable warriors enter their stride, the braziers upon their backs flaring to life and invigorating them and all warriors around them...*

| Type | Class | M | V | C | A | W | R | D | E | Command Models |
|---|---|---|---|---|---|---|---|---|---|---|
| Brute | Medium | 6 | 1 | 3 | 5 | 6 | 4 | 3 | 0 | Leader |

**Special Rules:** Impact (3), Unstoppable, Lethal Demise (3)
**Battlefield Role:** [Ardent], [Tempered]
**Regiment:** This Regiment is comprised of 3 Stands with 1 Model on each Stand.

**Fires of the Descent [Draw Event]:** If this Regiment is Awakened, choose a Friendly Regiment within 8" to gain the Relentless Blows Special Rule until the end of the Round.

**Stride [Aura]:** While the Regiment is Awakened, all Friendly Infantry Regiments currently within 8" add +1 to their March Characteristic until the end of the Round.



## Found

**160 Points / 60 per stand**

*Used to the tumultuous Elemental environment that surrounds War's Prison, the Lost thrive in conditions that others might call apocalyptic. As fires blaze and the earth shudders, the Lost find their footing, their implants whirring to life and their mortars spitting devastation.*

| Type | Class | M | V | C | A | W | R | D | E | Command Models |
|---|---|---|---|---|---|---|---|---|---|---|
| Brute | Medium | 6 | 2 | 2 | 4 | 6 | 4 | 3 | 0 | Leader |

**Special Rules:** Arcing Fire, Barrage (3) (14")
**Battlefield Role:** [Ardent], [Tempered], [Forged]
**Regiment:** This Regiment is comprised of 3 Stands with 1 Model on each Stand.

**Battery:** If during a single Volley Action the Regiment inflicts one or more Wounds on Target Enemy Regiment all Stands in the Target Regiment suffer a -1 to their March Characteristic until the end of the Round. Multiple instances of this Special Rule do not stack.

**Empowerment: The Regiment may spend an Elemental Power Marker to gain the effects seen below:**
The Regiment gains the Barrage (+1) Special Rule and extends its Barrage distance by +4" until the end of the Round.



## Magmaforged

**190 Points / 60 per stand**

*Unlike Fireforged or Stone Wardens, Magmaforged have an affinity for both Earth and Fire, allowing them to shift which they channel as the battle progresses for unmatched tactical flexibility, allowing them to focus on channeling one element while venting the other.*

| Type | Class | M | V | C | A | W | R | D | E | Command Models |
|---|---|---|---|---|---|---|---|---|---|---|
| Infantry | Medium | 5 | 1 | 3 | 4 | 5 | 4 | 3 | 0 | Leader, Standard Bearer |

**Special Rules:** Aura of Death (3), Cleave (2)
**Battlefield Role:** [Tempered], [Forged]
**Regiment:** This Regiment is comprised of 3 Stands with 4 Models on each Stand.

**Empowerement: 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 Characteristics until the end of the Round.

**This Regiment may take the following Officer:**

**Herald of Magma** **15 points**



## Steelforged

**210 Points / 70 per stand**

*Few and far between, Steelforged pilots possess an equal affinity to both Earth and Fire. Had they more power, they could have trod the path of the Sorcerer in hopes of becoming a Steelshaper. As is, their balanced affinity allows them to reach unparalleled levels of efficiency when channeling both elements in balance.*

| Type | Class | M | V | C | A | W | R | D | E | Command Models |
|---|---|---|---|---|---|---|---|---|---|---|
| Brute | Medium | 6 | 1 | 3 | 4 | 5 | 4 | 4 | 1 | Leader |

**Special Rules:** Cleave (1), Impact (2), Unstoppable

**Battlefield Role:** [Tempered], [Forged]

**Regiment:** This Regiment is comprised of 3 Stands with 1 Model on each Stand.

**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.



## Stoneforged — 230 Points

*The greatest genius in the construction of the Stone Forged lies in the ferric alloys that support its physical and sorcerous structure. Highly conductive to elemental power, they also resonate with it. This changes the properties of the alloy as the environmental Elemental power fluctuates, allowing a skilled enough caster to exploit it for his own benefit.*

| Type | Class | M | V | C | A | W | R | D | E |
|---|---|---|---|---|---|---|---|---|---|
| Monster | Heavy | 6 | 1 | 3 | 10 | 20 | 4 | 4 | 0 |

**Special Rules:** Cleave (2), Impact (5), Terrifying (1), Fearless, Unstoppable
**Battlefield Role:** [Tempered], [Forged]
**Regiment:** This Regiment is comprised of 1 Stand with 1 Models on it.

**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.

**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.



## Wardens

**180 Points / 60 per stand**

*Inured by decades of service in the deepest tunnels of the Holds, close-quarter fighting holds no horror and no secrets from these relentless warriors. Brutally efficient, they dispatch a foe and move on, ready to take on the next until none remain.*

| Type | Class | M | V | C | A | W | R | D | E | Command Models |
|---|---|---|---|---|---|---|---|---|---|---|
| Infantry | Medium | 6 | 1 | 3 | 5 | 5 | 3 | 3 | 0 | Leader, Standard Bearer |

**Special Rules:** Cleave (1), Flurry, Devout, Fearless

**Battlefield Role:** [Ardent]

**Regiment:** This Regiment is comprised of 3 Stands with 4 Models on each Stand.

**While the Regiment is Awakened, it gains the following effects:**
Until the end of the Round, the Regiment gains the Linebreaker Special Rule.

## 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. A Command model is purchased on top of the model it replaces. In the case of Cavalry or Brute Stand you need to pay for the Stand and the Command Model.*

## HERALDS

*An enigma among the bulk of Dweghom society, the phenomenon of the Heralds is understood only by the most capable of Sorcerers and the powerful Steelshapers, though they share not how such gifted individuals come to be without officiated training of any kind. Possessing a near-instinctive mastery of elemental earth, fire, or a combination of both, the Heralds are a truly dominant presence on the battlefield.*

When a Friendly Regiment purchases a Herald, if the Army follows the **Ardent Creed**, then the Regiment gains the **[Ardent]** Battlefield Role.

Alternatively, if the Army follows the **Tempered Creed**, then the Regiment gains the **[Tempered]** Battlefield Role and may spend any one Marker from your Elemental Power pool to immediately become Awakened.

**Herald of Fire:** The Regiment Re-Rolls failed Hit Rolls of "6."
**Herald of Magma:** The Regiment gains the Linebreaker Special Rule.
**Herald of Stone:** The Regiment gains the Untouchable Special Rule.

**Flamecaster:** The Regiment gains the Flamer Special Rule.

**Mnemancer's Apprentice - One Per Army**
*Such is the prestige and Aghm of the position of a Dweghom Warlord that even the eldest of Mnemancers begrudgingly concede that their deeds must be recorded. Sending even the most junior of their members to witness and record the Warlord's actions in combat is a tremendous boon to an ambitious leader. Warriors under their command will fight like possessed, refusing to take a single backward step while under the merciless gaze of history personified.*
The Regiment gains the Unyielding Special Rule.