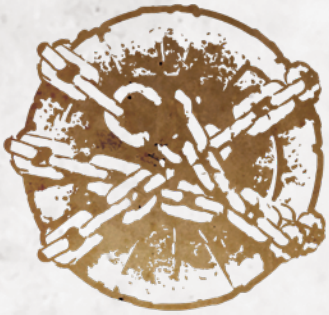
Conquest
First Blood

The Dweghom



Para Bellum
GAMES





"We turned the very weapon of our freedom into the shackles of our kind, fearing our own blessings, our own strength, and putting numbers and measures in our very freedom. We try to limit them, while we pretend to revere them! It was sufficient for a time."

– Alekhaneros, called Azdhaen, the Fire Thane

The Dweghom are the firstborn children of War, and their long history is steeped in warfare and loss. Originally crafted by the dragons as a race of peerless craftsmen, their Ancestors were forged to be the ultimate servitors – hardy, industrious, loyal, and dedicated to the creation of beauty. For millennia, they labored for their masters, and the Dragons thrived. Matchless artifacts and beautiful relics swelled the Dragon hoards, while the Rooks, the dragons' lairs, were transformed into marvels of architecture and engineering.

Revolts and uprisings were all but unknown, as loyalty had been imprinted into their very essence, and they found it impossible to raise weapons against their masters once one of them joined the fray directly. Those few rebellions that did occur were swiftly put down, their leaders rounded up and executed, while the followers were exiled to the unforgiving depths of their vast mine networks to toil in the dark and dangerous passages close to Destruction's heart. 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 Eä 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. All Dweghom are taught this memory, Dheureghodh, the Breaking, by their Mnemancers. It was then that the very race and fate of the Dweghom were altered forever, finding the means of their freedom in War's prison and War itself.

What is an Army Book?

An Army Book serves as your Faction specific Rules companion for Conquest: First Blood. This Book along with the Conquest: First Blood Rulebook will provide you everything you need to Muster and Play your Warband.

This Army Book is divided into the following sections:

- Army Rules: Special Rules that affect your entire Warband. These Army Rules define your Faction's playstyle and identify what Battlefield Roles are found within the Army.

- Warband Composition: The Slots that each type of Warrior in your Warband fills, the Rules for how many of each Slot can be selected and the maximum number of Warriors per Regiment allowed are determined by the Total Points of your Battle. The Rules for how to Muster your Warband can be found in the Conquest: First Blood Rulebook.

- Warrior Profiles: Includes the Points Cost, Characteristics, Special Rules, and Options for each type of Warrior in your Warband.

- Upgrades: Artefacts, trinkets, mutations, and anything in between! Upgrades are used to customize the Characters in your Warband.



Army Rules

Creeds of the Dweghom: Although all Warriors of the Dweghom share a great primordial gift, as a people they remain fractured in how it should be utilized. Warriors of the Dweghom will possess any of the following Battlefield Roles: **[Clans]**, **[Ardent]**, or **[Tempered]**.

Children of War: Whenever a Dweghom Warrior would be Driven Back, they are only Moved until there is 1" between both Warriors. During Friendly and Enemy Clash Actions, Broken! Dweghom Warriors count for determining if a Warrior is Outnumbered; both offensively and defensively. *A Dweghom Warrior that is Driven Back still remains within Engagement Range with the Enemy!*

Awakened: When a Dweghom Warrior tests Resolve during a Combat Rally Action; This Warrior Rallies, if the test is Passed they become Inspired! until the end of their Activation. If Failed, they continue their Activation as normal.

Pursuit of Aghm: All Dweghom **[Character]**s gain the following Draw Event:

> **Aghm to be Gained!:** (Draw Event) This **[Character]** may immediately perform the Duel Command Ability.



The Dweghom Warband

Each Warlord, Hero, Regiment, and Monster in your Warband possess their own corresponding Profile. These include their Characteristics, Points Cost, Battlefield Roles, and Options for Upgrades, Command Models, and Additional Warriors.

All Profiles are categorized into Slots, which represent the Warrior's role, rarity, and how readily available they are to include in your Warband. Each Warlord, Hero, Regiment or Monster may only be included in your Warband once regardless of their Slot.

Many Warlords have a Retinue listed in their profile; drawn from their most trusted and loyal Warriors. When included in your Warband, the Retinue Regiment becomes a Mainstay instead of a Restricted.

The Points total of your Warband determines the maximum number of selections for each Slot. and how many Warriors may be included within each Regiment.

The Rules for Mustering your Warband can be found in the Main Rulebook.

Warlords & (Retinues):

Hold Raegh (Hold Thanes)
Tempered Steelshaper (Magmaforged)
Ardent Kerawegh (Flame Berserkers)
Tempered Sorcerer (Fireforged)
Lost Ancestor (Lost)
Exemplar (Dragonslayers)
Ragodosh (Hold Thanes)
Alekhaneros, the Fire Thane (Flame Berserkers)

Mainstay Regiments:

Hold Warriors
Hold Ballistae
Initiate Dyads
Wardens

Monsters & (Riders):

Ironclad Drake (Bergont Raegh)
Hellbringer Drake (Hellbringer Sorcerer)
Stoneforged (Ferric Throne)

Heroes:

Exemplar
Herald of Stone
Herald of Magma
Herald of Fire
Flamecaster
Mnemancer Apprentice

Restricted Regiments:

Flame Berserkers
Hold Thanes
Magma-Forged
Dragonslayers
Fireforged
Inferno Automata
Steelforged
Lost
Found





Hold Raegh

[Clans], [Infantry], [Character]

Warlord **130 Points**

Retinue: Hold Thanes **Size: 2**

M	V	C	A	W	R	D	E	CR
4	1	4	3	5	4	4	0	7

Special Rules: Cleave 3, Dauntless, Slain Bigger

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.

When one encounters a Raegh, one knows he stands across one of the most capable fighters in a Hold, ruthless enough to have crushed all opposition so that his assent was assured, or talented enough to defend himself against all comers, while simultaneously rising through the ranks.

Unique Special Rules:

Slain Bigger: This **[Character]** can target an Enemy **[Monster]** with the Duel Command Ability. A **[Monster]** cannot decline a Duel from this **[Character]**. *Even those without the Character Battlefield Role!*

Command Abilities:

The Mountain Stands: Friendly **[Clans Infantry]** Warriors within Command Range gain the **Iron Discipline** Special Rule

Chthonic Volition: Friendly **[Infantry]** Warriors within Command Range gain the **Phalanx** Special Rule.

Hold Paragon: Friendly **[Infantry]** Warriors within Command Range are **Inspired!**



Tempered Steelshaper

[Tempered], [Infantry], [Character], [Spellcaster]

Warlord 125 Points

Retinue: Magmaforged **Size:** 2

M	V	C	A	W	R	D	E	CR
4	1	3	3	4	4	3	0	6

Special Rules: Spellcaster 4, Fearless, Ferric Thaumaturge, Fuelled by the Furnace

The eldest and most accomplished of Sorcerers are amongst the few living creatures that regularly interact with the Steelshapers. They are also among the few who can see past the awe they inspire and truly grasp the changes this final transformation brings. On the surface, it becomes impossible to tell where their armor begins and where their flesh ends. Their voices echo hollow and their eyes stare expressionless.

While none argue with their effectiveness on the battlefield, few can understand the sorceries they bring to bear. Those who can grasp the faintest edges of the power a Steelshaper possesses 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. Those who have questioned a Steelshaper on this issue invariable receive the same, flat and unexplained answer: Balance is needed.

Unique Special Rules:

Ferric Thaumaturge: When performing Clash Actions, this [Character] gains the **Cleave X** Special Rule equal to the Target's Defense Characteristic.

Fuelled by the Furnace: Whenever this Warrior Slays an Enemy during their Activation, this [Spellcaster] gains 1 Essence.

Spells:

Hone Blades **Essence:** 1

Type: Incantation

Before a Friendly Warrior performs a Clash or Volley Action within Command Range, they gain the **Deadly Blades** and **Deadly Shot** Special Rules.

Temper Plate **Essence:** 3

Type: Command Ability

Friendly Warriors within Command Range gain the **Hardened** Special Rule.

Unmake Armor **Essence:** 2

Type: Out of Combat Action

Target Enemy within Command Range suffers Hits equal to their Defense Characteristic.



Tempered Sorcerer

[Tempered], [Infantry], [Character], [Spellcaster]

Warlord **105 Points**

Retinue: Fireforged **Size: 2**

M	V	C	A	W	R	D	E	CR
5	2	2	3	3	3	2	1	6

Special Rules: Spellcaster 3, Aura of Death 1, Forgemaster

All Dweghom possess, in varying degrees, some affinity to the Primordial Elements of Fire and Earth but those among them that actually wield sorcerous power are invariably tremendously powerful in either one, or both, Elements.

Dweghom who discover they are Gifted, very quickly come to the attention of their superiors and are turned over to the Tempered to learn to control their Gift. There they are presented with a stark choice: embrace the path of sorcery and learn to control your power or die.

Options:

Elemental Calling: When Mustering your Warband, the Tempered Sorcerer must select an element that they are bound to and gains the corresponding Spell: **Fire, Earth, or Magma.**

Unique Special Rules:

Forgemaster: When Rolling for Attunement, this [Spellcaster] gains an additional Essence on results of '1'.

Tempered Sorcerer

Spells:

Primordial Awakening **Essence:** 1

Type: Incantation

When a Friendly Warrior Activates within Command Range, they gain the **Aura of Death +1** Special Rule.

Eruption **Essence:** 2

Type: Unique Volley Action

Target Enemy within 10" suffers 2 Hits with the **Armor Piercing 3** Special Rule.

This [Spellcaster] gains the following Spell correlating to the Element they are bound to:

FIRE- Scorch **Essence:** 3

Type: Unique Action

All Enemies within Command Range suffer 1 Hit.

EARTH- Upheaval **Essence:** 3

Type: Command Ability

Enemies within Command Range treat the Battlefield as Hindering and Broken Ground.

MAGMA- Molten Invocation **Essence:** 3

Type: Command Ability

Friendly Warriors within Command Rage gain the **Cleave +1** Special Rule.





Ardent Kerawegh

[Ardent], [Infantry], [Character], [Spellcaster]

Warlord **100 Points**

Retinue: Flame Berserkers **Size:** 2

M	V	C	A	W	R	D	E	CR
5	1	3	4	4	4	2	1	6

Special Rules: Spellcaster 3, Cleave 2, Indomitable, Moaghm Dorh!

As a faction based on the exaltation of freedom, the Ardent struggle mightily with the questions of leadership and organization, particularly as the roles and influence of the Mnemancers is rather limited within their creed. The Ardent are organized around authoritative individual figures, who have been elected by their peers and subordinates to lead. These are almost universally powerful and popular warriors, whose exploits command the respect of their peers.

While few hard-and-fast rules exist on the requirements and procedures of leadership amongst the Ardent, one thing is clear: to lead amongst the Ardent, one must not merely have undergone the Dheukorro, the Descent, but must fully embrace it as a way of life.

Unique Special Rules:

Moaghm Dorh!: When a Friendly Warrior within Command Range Charges, this **[Character]** gains 1 Essence.

Spells:

Fury **Essence:** 2

Type: Command Ability

Friendly Warriors within Command Range gain the **Relentless Blows** Special Rule.

Embolden **Essence:** 1

Type: Incantation

When a Friendly Warrior within Command Range becomes Broken! they are not Driven Back and immediately Rally.

Dismay **Essence:** 3

Type: Out of Combat Action

Target Enemy within Command Range becomes Broken!



Lost Ancestor

[Ardent], [Tempered], [Brute], [Character], [Spellcaster]

Warlord 150 Points

Retinue: Lost **Size:** 3

M	V	C	A	W	R	D	E	CR
5	0	3	5	6	4	3	2	5

Special Rules: Spellcaster 3, Cleave 1, Flurry, Fearsome, Lethal Demise X, Warden of the Apocolypse, Vessel of Destruction

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.

The unprecedented arrival of these mythical heroes amongst the Dweghom populace at large galvanized many and threatened the already delicate balance of Dweghom society further. Seeking to forestall an apocalyptic war that could only result in the destruction of the Dweghom race, these venerated elders have chosen to earn the support of all in the most traditional manner possible: earning Worth and Glory (Aghm) on the battlefield.

Even the incredible metal effigues 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.

Unique Special Rules:

Warden of the Apocolypse: Whenever another Friendly Warrior within Command Range is Slain, this **[Spellcaster]** gains 1 Essence.

Vessel of Destruction: This **[Character]**s **Lethal Demise X** Special Rule is equal to the current number of Essence they possess.

Spells:

Inner Fire **Essence:** 1

Type: Incantation

When a Friendly Warrior Activates within Command Range, they gain the **Burnout** Special Rule

Avatar of War **Essence:** 2

Type: Command Ability

Friendly Warriors within Command Range gain the **Flurry** Special Rule.

Vengeance **Essence:** 1

Type: Incantation

When a Friendly Warrior is Slain within Command Range, they gain the **Lethal Demise +1** Special Rule.



Exemplar

[Ardent], [Clans], [Infantry], [Character]

Warlord or Hero — **110 Points**

Retinue: Dragonslayers — **Size: 2**

M	V	C	A	W	R	D	E	CR
5	1	3	3	4	3	3	1	5

Special Rules: Shield, Cleave 1, Quicksilver Strikes, Dheukorro Champion

It is the sacred duty of every member of the Ardent to descend through these tunnels to pay homage to the sacrifice and fortitude of their ancestors. The deeper one descends, the closer he comes to those paragons of old and the greater the initiate's worth; but the greater the danger as well.

Deep within the bowels of the earth, the blood of Destruction has changed many of the subterranean denizens into raging monstrosities that prowl the deepest tunnels. Those initiates that survive these encounters emerge as Exemplars, embodiments of War like none other.

Unique Special Rules:

Dheukorro Champion: This [Character] cannot decline Enemy Duels. While participating in a Duel, this [Character] gains the **Blessed** Special Rule.

Command Abilities:

Unbreakable: Friendly [Infantry] Warriors within Command Rage gain the **Bastion** Special Rule.



Mnemancer Apprentice

[Clans], [Infantry], [Character]

Hero **50 Points**

Size: 2

M	V	C	A	W	R	D	E	CR
4	1	2	1	3	4	1	1	6

Special Rules: Bravery, Written in Stone, Hold Chronicler

Such is the prestige and Aghm of the position of Hold Raegh, that even the eldest of Mnemancers begrudgingly concede that his deeds must be recorded. Sending even the most junior of their members to witness and record the Raegh's actions in combat is a tremendous boon to an ambitious warlord. Warriors under his command will fight like men possessed, refusing to take a single backward step while under the merciless gaze of history personified.

Unique Special Rules:

Written in Stone: (Unique Action) All Friendly Broken [Infantry] Warriors within Command Range immediately Rally.

Hold Chronicler: This [Character] cannot perform or be the Target of the Duel Command Ability.

Command Abilities:

Aghm Above All: Target Friendly [Infantry] Warrior within Command Range may immediately perform the Duel Command Ability. *This can allow a Warrior without the [Character] Battlefield Role to perform a Duel!*

In the Presence of Mnemancers: Friendly [Infantry] Warriors within Command Rage gain the **Indomitable** Special Rule.



Flamecaster

[Ardent], [Infantry], [Character]

Hero **60 Points**

Size: 2

M	V	C	A	W	R	D	E	CR
5	2	2	2	3	3	2	1	4

Special Rules: Barrage 3 (8"), Torrential Fire, Armor Piercing 1, Pyromaniac

There are always a few bad apples in every basket. Flamecasters are those Dweghom who would normally be called pyromaniacs... but self-preservation ensures they are not. Their uncontrollable power is a tremendous force multiplier to Flameforged units at shorter ranges.

Unique Special Rules:

Pyromaniac: (Unique Clash Action) All Enemies within Engagement Range suffer 1 Hit and are Driven Back.

Command Abilities:

Ignite: Friendly **[Infantry]** and **[Brute]** Warriors within Command Range gain the **Deft** Special Rule.



Herald of Fire

[Ardent], [Tempered], [Infantry], [Character]

Hero **75 Points**

Size: 2

M	V	C	A	W	R	D	E	CR
5	2	2	3	3	3	2	1	5

Special Rules: Spellcaster 2, Flurry, Lethal Demise 2, Elemental Awakening

Born with the innate ability to control and conjure Sorcerous flame, the Heralds of Fire exist as an inexplicable example of the Dweghom's elemental affinity as a people.

In battle, the Heralds of Fire burn bright; consuming the enemy with searing blows and flaming bolts. Their very presence stoking the smoldering fires of rage that exist within all Dweghom. Such seething fury is then unleashed upon the foe.

Unique Special Rules:

Elemental Awakening: (Draw Event) If any Friendly Warriors within Command Range are Engaged, gain 1 Essence.

Spells:

Fireball **Essence: 2**

Type: Unique Volley Action

Target Enemy within 8" suffers 2 Hits with the **Rapid Volley** Special Rule.

Gift of Fire: **Essence: 1**

Type: Incantation

Before a Friendly **[Infantry]** Warrior performs a Clash Action within Command Range, they gain +1 Attack.



Herald of Stone

[Ardent], [Tempered], [Infantry], [Character]

Hero **80 Points**

Size: 2

M	V	C	A	W	R	D	E	CR
4	1	2	2	3	3	3	0	5

Special Rules: Spellcaster 2, Shield, Cleave 1, Bastion, Elemental Awakening

There are a few gifted Dweghom who reach a state of balance with their Element without formal Sorcerous training. Exalted amongst the Ardent, the Heralds of Stone are paragons whose mere presence in a Dweghom formation is enough to enhance their defense against all attacks from the foe.

Unique Special Rules:

Elemental Awakening: (Draw Event) If any Friendly Warriors within Command Range are Engaged, gain 1 Essence.

Spells:

Avalanche **Essence: 2**

Type: Unique Clash Action

Target Enemy within Engagement Range suffers 3 Hits with the **Cleave 2** and **Smite** Special Rules.

Gift of Stone **Essence: 1**

Type: Incantation

Before a Friendly **[Infantry]** Warrior within Command Range Rolls to Block, they gain +1 Defense.



Herald of Magma

[Ardent], [Tempered], [Infantry], [Character]

Hero **70 Points**

Size: 2

M	V	C	A	W	R	D	E	CR
5	1	3	2	3	3	2	1	5

Special Rules: Spellcaster 2, Aura of Death 1, Deadly Blades, Cleave 1, Elemental Awakening

Few, if any Dweghom, understand the phenomenon that the Heralds represent. The only ones who might have some understanding of these are the very eldest of sorcerers and the cryptic the Steel Shapers, and they chose to remain silent on the topic even when confronted with the existence of the Heralds of Magma, who seem to share their Mastery of Primordial Earth and Fire, but employ it in a completely different way: seeking to destroy, rather than create.

Unique Special Rules:

Elemental Awakening: (Draw Event) If any Friendly Warriors within Command Range are Engaged, gain 1 Essence.

Spells:

Volcanic Retribution **Essence: 2**

Type: Command Ability

Friendly Warriors within Command Range gain the **Counter-Attack** Special Rule.

Gift of Magma **Essence: 1**

Type: Incantation

Before a Friendly **[Infantry]** Warrior within Command Range performs a Clash Action, they gain the **Overwhelm** Special Rule.



Hold Warriors

[Clans], [Infantry]

Mainstay Regiment 90/20 Points

Recruitment: 4 Warriors **Size: 2**

M	V	C	A	W	R	D	E	CR
4	1	2	2	1	3	2	0	4

Special Rules: Shield

Be they shield-bearing warriors or ballistae specialists, when one encounters unranked Hold Warriors within the field, he will mostly be facing hardened veterans who have devoted their life to military service. The small percentage who are not lifelong servicemen, however, trade battlefield experience for ambition and ruthlessness, making them just as dangerous on the field of battle.

Options: Leader ..... 15 Points
Standard Bearer..... 10 Points
Additional Warrior.....20 Points



Hold Ballistae

[Clans], [Infantry]

Mainstay Regiment 130/30 Points

Recruitment: 4 Warriors **Size: 2**

M	V	C	A	W	R	D	E	CR
4	2	1	2	1	3	2	0	4

Special Rules: Pavise,
Barrage 1 (12"), Armor Piercing 2

Options: Leader ..... 15 Points
Standard Bearer..... 10 Points
Additional Warrior.....30 Points

Be they shield-bearing warriors or ballistae specialists, when one encounters unranked Hold Warriors within the field, he will mostly be facing hardened veterans who have devoted their life to military service. The small percentage who are not lifelong servicemen, however, trade battlefield experience for ambition and ruthlessness, making them just as dangerous on the field of battle.



Initiates

[Ardent], [Infantry]

Mainstay Regiment 110/50 Points

Recruitment: 4 Warriors (2 Dyad Teams) **Size: 2**

M	V	C	A	W	R	D	E	CR
5	1	2	1	1	2	2	0	4

Special Rules (Initiates): Support, Dyad Training

Options: Leader (Initiate Only).....15 Points
Standard Bearer (Bulwark Only).....10 Points
Additional Dyad Team .....50 Points

All Dweghom honor the Deukhorro, the Descent of their Ancestors into the fiery core of War's prison. None take it as far as the Ardent who actively re-enact it. Initiates are those prospective members of the Ardent Creed who band together to take part in battles to gain some experience before exposing themselves to the real danger of the Deukhorro.

Unique Special Rules:

Dyad Training: Initiates are trained to fight together and are purchased in pairs when Mustering your Warband. Each pair of Initiates purchased consists of 1 Initate and 1 Initiate Bulwark, each with their own Characteristics and Special Rules. The total Warriors allowed in this Regiment may not exceed the limits imposed by the Warband's Points Value. All Initiates and Initiate Bulwarks are Activated together using the same Command Card.

Initiate Bulwarks use Following Profile:

Initiate Bulwarks

[Ardent], [Infantry] **Size: 2**

M	V	C	A	W	R	D	E	CR
4	1	1	1	1	2	3	0	4

Special Rules (Bulwarks): Shield, Pavise, Bastion, Dyad Training



Wardens

[Ardent], [Infantry]

Mainstay Regiment 125/30 Points

Recruitment: 4 Warriors **Size: 2**

M	V	C	A	W	R	D	E	CR
5	1	2	2	1	3	2	0	4

Special Rules: Flawless Strikes, Iron Discipline, Unyielding

Amongst the most dangerous and fanatical of the Ardent are the Wardens, those Dweghom who have taken it upon themselves to protect their Holds from those dangers that might arise from the primordial Depths. Giving their lives over to an endless cycle of conflict and violence, these warriors have made combat a way of life, relishing the opportunity to fight on the surface.

Options: Leader ..... 15 Points
Standard Bearer ..... 10 Points
Additional Warrior ..... 30 Points



Hold Thanes

[Clans], [Infantry]

Restricted Regiment 130/35 Points

Recruitment: 4 Warriors **Size: 2**

M	V	C	A	W	R	D	E	CR
4	1	2	2	1	3	3	0	4

Special Rules: Shield, Cleave 1, Bodyguard, Bravery

Options: Leader ..... 20 Points
Standard Bearer..... 15 Points
Additional Warrior.....35 Points

In a society as militarized as that of the Dweghom, a need arises to distinguish those who are proficient in the art of war, thus capable of calling themselves warriors, from those who are truly gifted. The Thanes are the latter. Individually recognized by their Raegh for valor and prowess on the field of battle, each Thane is armed and equipped with the best weaponry a Hold's forges can produce.

Unlike the undoubtedly fine weapon of the warriors, each of the arms and armor that the Thanes bear has been personally crafted by a member of the Tempered marking them to stand amongst the Hold's elite forces. Capable of weathering the heaviest blows and cutting through the finest chain, these weapons make the Thanes deadly opponents, equally proficient on the attack as in defense.



Dragonslayers

[Clans], [Infantry]

Restricted Regiment 190/60 Points

Recruitment: 4 Warriors **Size: 2**

M	V	C	A	W	R	D	E	CR
4	1	3	2	2	4	3	0	5

Special Rules: Cleave 3, Fiend Hunter, Fearless, Echoes of Dheureghodh

Options: Leader ..... 25 Points
Standard Bearer..... 20 Points
Additional Warrior.....60 Points

Clad in armor forged in a bygone age when dragon fire was the greatest threat to a warrior, every vulnerable part of a Dragonslayer is covered in alloys not seen since the breaking of the world.

The weapons they bear were those used by their Ancestors to pierce the nigh invulnerable hides of the Elder Dragons. Forged from adamantine and now quenched in dragon blood, no mortal armor could hope to withstand a blow.

Dragonslayers are entrusted with the greatest heirlooms of their Hold, weapons that are part of the living memory of their people's greatest trial and triumph.

Unique Special Rules:

Echoes of Dheureghodh: While Engaged with a **[Monster]**, this Warrior gains the **Dauntless** Special Rule.



Flame Berserkers

[Ardent], [Infantry]

Restricted Regiment 110/25 Points

Recruitment: 4 Warriors **Size: 2**

M	V	C	A	W	R	D	E	CR
5	1	2	2	1	3	2	1	4

Special Rules: Flurry, Lethal Demise 1, Oblivious

Options: Leader ..... 15 Points
Standard Bearer..... 10 Points
Additional Warrior.....30 Points

Among the Ardent, Flame Berserkers are a small brotherhood who, gifted beyond their peers with the raw power of the Element of Fire, do not seek to master or tame it, but rather embody it. For most, this transition happens during the Dheukorro, the Descent, the trail of passage all Ardent must complete to prove their devotion.

None speak of what happens in the deep, but when they return they are changed: their bodies sport crude implants that compensate for those losses they have suffered to foe or flame, while their obsidian arms and what little armor they bear are impervious to the flame and heat they generate. In their mind, the trade is a favorable one: life for glory, time for worth.



Magmaforged

[Tempered], [Infantry]

Restricted Regiment 120/30 Points

Recruitment: 4 Warriors **Size: 2**

M	V	C	A	W	R	D	E	CR
5	1	2	1	1	3	2	1	4

Special Rules: Aura of Death 1, Cleave 2, Deadly Blades, Infernal Presence

Options: Leader ..... 15 Points
Standard Bearer..... 10 Points
Additional Warrior.....35 Points

All Dweghom have an affinity to the elements of earth and fire. Some possess enough to walk the path of the Sorcerer, bending these elements to their will, while most others possess only enough to be a danger to themselves and others. The Tempered Sorcerers have long sought to both harness and mitigate these tendencies in the dweghom race.

The Magma Forged are among their latest successes: allowing the unbalanced and uncontrolled interaction between fire and earth power to power Magma, a lesser form of the balanced mastery of Metal, with enough control that the wielder is not immediately reduced to a pile of smoldering bones and charred flesh.

The fumes and heat produced from this process are channeled outwards, generating a powerful field that both weakens the foe and innervates the wielder making him impervious to damage as his foes wither and melt around him.

Unique Special Rules:

Infernal Presence: Hits of '1' caused by this Warrior's **Aura of Death** Draw Event cannot be Blocked.



Fireforged

[Tempered], [Infantry]

Restricted Regiment 140/40 Points

Recruitment: 4 Warriors **Size: 2**

M	V	C	A	W	R	D	E	CR
4	2	2	1	1	3	3	0	4

Special Rules: Barrage 2 (8"), Torrential Fire, Armor Piercing 1

The Fireforged are a military force composed of those Dweghom who possesses a strong affinity for fire, but not enough power of discipline to become a Sorcerer. Ostensibly guards to the Forge Temples of the Tempered, along with the Stoneforged and Steelforged, their gifted nature and implanted shunts give the Forged units a unique advantage on the field of battle: the use of enhanced exoskeletons and weaponry.

Options: Leader ..... 15 Points
Standard Bearer..... 10 Points
Additional Warrior.....40 Points

Unique Special Rules:

Pyric Blast: (Unique Clash Action) Target Enemy within Engagement Range suffers 1 Hit with the **Cleave 3** Special Rule.



Inferno Automata

[Tempered], [Brute]

Restricted Regiment 70/75 Points

Recruitment: 1 Warrior **Size:** 3

M	V	C	A	W	R	D	E	CR
7	1	2	3	4	2	3	1	3

Special Rules: Burnout, Fearsome, Relentless Blows, Feral

The steel and stone bodies of an Inferno Automaton encase a raging furnace that burns the smoldering remains of a beast of Destruction. Weakened by defeat, this demonic spirit is bound to the towering metal frame, infusing the Automaton with the cruel intellect and unfettered aggression of this tortured spirit. Steel and stone warp and buckle under the baleful influence of this infernal passenger, granting the Inferno Automata their demonic visages and cruel claws.

Options: Additional Warrior.....75 Points



Steelforged

[Tempered], [Brute]

Restricted Regiment 130/145 Points

Recruitment: 1 Warrior **Size:** 3

M	V	C	A	W	R	D	E	CR
6	1	3	4	4	3	4	0	4

Special Rules: Cleave 2, Iron Discipline, Unstoppable, Sorcerous Amalgams

Options: Additional Warrior..... 145 Points

Some Dweghom manifest so much of their Elemental Gift, they must master it or be consumed by it. Few Have the skill, will or dedication needed to become Sorcerers. In fact, most Dweghom elect to install techno sorcerous grafts that allow them to harmlessly vent their excess power.

Steelforged pilots are recruited from amongst these individuals who possess a Gift for both Elements: their excess Primordial Fire and Earth channeled through their grafts and into these towering steel automata. Countless foes have been cut down expecting a lumbering clanking behemoth, only to be confounded by the speed and power of these deadly automata.

Unique Special Rules:

Sorcerous Amalgams: (Draw Event)

Choose one of the Following effects to gain this Activation:

Steel Stampede: Gain the **Impact +2** Special Rule.

Iron Aggression: Gain the **Overwhelm** Special Rule.

Flux-Powered: Gain the **Overrun** Special Rule.



Lost

[Ardent], [Tempered], [Brute]

Restricted Regiment 100/110 Points

Recruitment: 1 Warrior **Size:** 3

M	V	C	A	W	R	D	E	CR
5	1	3	4	5	3	2	1	3

Special Rules: Aura of Death 2, Brutal, Bloodlust, Tenacious, Raging Pyre

Options: Additional Warrior..... 110 Points

None among the Dweghom believed there could be more than one fate to the Deukorro. One returned, or he died. It never occurred to them that some among their number might be so powerful, so driven, as to reach the Prison of war itself. And having reached it, then devoted their lives to protecting it from the ceaseless assault of demonic entities who seek to release their Primordial Master, the Horseman of War.

Yet this is precisely what the Lost/Delivered are. Grown strong and powerful on a steady diet of Primordially infused meat, unavoidable Elemental infusion and an endless stream of worthy foes, these indomitable warriors have followed the Ancestors back to the surface, sacrificing a life of Worth and Glory (Aghm) for an obscure goal that they have share with none other. Wading into combat with their bare fists, their stone like hide turns away blades even as their souls blaze with the glory of combat, inspiring the First Born of War to acts of unfathomable ferocity and courage.

Unique Special Rules:

Raging Pyre: Friendly Warriors within Command Range gain the **Bloodlust** Special Rule.



Found

[Ardent], [Tempered], [Brute]

Restricted Regiment 115/130 Points

Recruitment: 1 Warrior **Size:** 3

M	V	C	A	W	R	D	E	CR
5	2	3	3	5	3	2	1	3

Special Rules: Juggernaut, Tenacious, Barrage 3 (14"), Armor Piercing 2, Primordial Cannonade

Options: Additional Warrior..... 130 Points

Deep in the bowels of the earth lies War's Prison, a hellish domain of eternal conflict where the endless hordes of Destruction hurl themselves against the impervious enchantments of the Dragons that keep the Horseman bound.

In this wailing cacophony of raw sorcerous might and brutal savagery one can see the Found standing tall upon the broken and charred bodies of the endless hordes. Bearing powerful howitzers powered by their own sorcery and unshakeable conviction these Dweghom were empowered by the Ancestors to delivery fiery carnage and destruction upon the endless hordes of Destruction.

Now they follow these same Ancestors back to the surface, delivering a blazing inferno of judgement and woe upon any who stand in the way of their Venerated elders.

Unique Special Rules:

Primordial Cannonade: After performing a Volley Action, Enemies Hit become Broken!





Ironclad Drake

[Clans], [Monster]

Monster 280 Points

Bergont Raegh: Warlord & Monster **Size: 5**

M	V	C	A	W	R	D	E	CR
6	0	5	6	6	3	4	0	7

Special Rules: Impact 2, Brutal, Juggernaut, Fearless, Terrifying, Cleave 2, Aghm is Eternal, Draconic Rampage, Hold Banners

Options: Bergont Raegh.....50 Points

Clad in a shell of Dweghom-worked steel, an Ironclad Drake is a primordial incarnation of battle. Its already tough hide has been covered in thick iron plates, its vulnerable head and neck encased in steel. Warlike and proud like no other race, it should come as little surprise that the Dweghom have taken to displaying the might and prowess of their hold and history from the back of these powerful beasts.

The greatest warriors among their kind, the Hold Raeghs, can often be seen riding these lumbering beasts, their swaying gait making the banners hanging from it ripple even as their roars drown the din of battle.

Options:

Bergont Raegh: (Monster Rider Upgrade)

This **[Monster]** gains +1 Resolve to both profiles. This **[Monster]** gains the **"Unbroken"**, and the **"Unchained"** Command Abilities.

Unique Special Rules:

Aghm is Eternal: Friendly Warriors within Command Range gain the **Fearless** Special Rule.

Draconic Rampage: After performing a March Action, any Enemies Hit by this **[Monster]**'s **Impact** Hits may immediately become **Broken!** and Driven Back.

Hold Banners: This **[Monster]** is a Standard Bearer.

Command Abilities:

Bergont Raegh Only

Unbroken: Friendly **[Infantry]** Warriors within Command Range gain the **Tenacious** Special Rule.

Unchained: Friendly Warriors within Command Range gain the **Juggernaut** Special Rule.

Ironclad Drake

Injured

[Clans], [Monster] Size: 5

M	V	C	A	W	R	D	E	CR
5	0	4	5	5	3	3	0	7

Special Rules: Impact 1, Brutal, Juggernaut, Fearless, Terrifying, Cleave 2, Aghm is Eternal, Draconic Rampage, Hold Banners

Unique Special Rules:

Aghm is Eternal: Friendly Warriors within Command Range gain the **Fearless** Special Rule.

Draconic Rampage: After performing a March Action, any Enemies Hit by this **[Monster]**'s **Impact** Hits may immediately become **Broken!** and Driven Back.

Hold Banners: This **[Monster]** is a Standard Bearer.

Command Abilities:

Bergont Raegh Only

Unbroken: Friendly **[Infantry]** Warriors within Command Range gain the **Tenacious** Special Rule.

Unchained: Friendly Warriors within Command Range gain the **Juggernaut** Special Rule.





Hellbringer Drake

[Tempered], [Monster]

Monster 265 Points

Hellbringer Sorcerer: Warlord & Monster **Size: 5**

M	V	C	A	W	R	D	E	CR
7	4	4	5	6	3	3	0	6

Special Rules: Cleave 2, Terrifying, Overcharge, Immolate, Barrage 6 (12"), Torrential Fire

Options: Hellbringer Sorcerer.....35 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 its line of fire.

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 Socerers 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.

Options:

Hellbringer Sorcerer: (Monster Rider Upgrade)

This **[Monster]** gains the the **Spellcaster 3** and **Forgemaster** Special Rules. This **[Spellcaster]** gains the **"Cataclysm"** and **"Conflagrate"** Spells. *See next page*

Forgemaster: When Rolling for Attunement, this **[Spellcaster]** gains an additional Essence on results of '1'.

Unique Special Rules:

Overcharge: (Unique Take Aim Action) This **[Monster]** becomes Aimed! and gains the **Armor Piercing 2** Special Rule. During Volley and Immolate Actions, this **[Monster]** suffers a Wound for each result of a '6'.

Immolate: (Unique Volley Action) Target Enemy within 12" and all other Warriors (both Friendly and Enemy) within 3" of the Target suffer 2 Hits with the **Torrential Fire** Special Rule. These Hits benefit from the **Armor Piercing** Special Rule granted by the **Overcharge** Unique Action.

Hellbringer Drake

Injured

[Tempered], [Monster] Size: 5

M	V	C	A	W	R	D	E	CR
6	3	3	5	5	3	2	0	6

Special Rules: Cleave 2, Terrifying, Overcharge, Immolate, Barrage 5 (12"), Torrential Fire

Spells:

Hellbringer Sorcerer Only

Conflagrate **Essence:** 1

Type: Incantation

When an Enemy within Command Range Activates, they suffer 2 Hits.

Cataclysm **Essence:** 2

Type: Unique Clash Action

All Enemies within Engagement Range suffer 2 Hits and are Driven Back.

Unique Special Rules:

Overcharge: (Unique Take Aim Action) This **[Monster]** becomes Aimed! and gains the **Armor Piercing 2** Special Rule. During Volley and Immolate Actions, this **[Monster]** suffers a Wound for each result of a '6'.

Immolate: (Unique Volley Action) Target Enemy within 12" and all other Warriors (both Friendly and Enemy) within 3" of the Target suffer 2 Hits with the **Torrential Fire** Special Rule. These Hits benefit from the **Armor Piercing** Special Rule granted by the **Overcharge** Unique Action.

Hellbringer Sorcerer Only

Forgemaster: When Rolling for Attunement, this **[Spellcaster]** gains an additional Essence on results of '1'.





Stoneforged

[Tempered], [Monster]

Monster 300 Points

Ferric Throne: Warlord & Monster **Size: 5**

M	V	C	A	W	R	D	E	CR
5	0	4	5	5	3	5	0	6

Special Rules: Smite, Fearsome, Trample, Juggernaut, Cleave 3, Conduit Colossus, Seismic Demise

Options: Ferric Throne.....45 Points

The reemergence of Yshkerdos from his presumed death has thrown the Tempered Caste of the Dweghom into disarray. Acknowledged as one of the greatest geniuses of his age, his unorthodox approach to sorcery and its craft revolutionized the field in a society that does not particularly enjoy revolutions or innovations.

His ascension to Steel Shaper and presumed death relieved many of his peers who were alarmed at his notions. His sudden reemergence astride a stone behemoth whose revolutionary crystal matrices can be used to channel both Earth and Fire essence has alarmed many of his peers... but no so much that they have not copied his creation and brought it more in line with orthodox Dweghom society, granting the Tempered Caste a powerful new protector in the form of the Stone Forged.

Options:

Ferric Throne: (Monster Rider Upgrade)

This **[Monster]** gains the **Spellcaster 4** and **Fuelled by the Furnace** Special Rules. This **[Spellcaster]** gains the **"Crucible of War"** and **"Meltdown"** Spells. *See next page*

Fuelled by the Furnace: Whenever this **[Character]** Slays an Enemy during their Activation, this Warrior gains an Essence.

Unique Special Rules:

Conduit Colossus: Other Friendly **[Tempered Spellcaster]**s within Command Range gain the **Spellcaster +1** Special Rule. Enemy **[Spellcaster]s** within Command Range suffer -1 to their **Spellcaster** Special Rule.

Seismic Demise: When this **[Monster]** is Slain, all Warriors (Friendly and Enemy!) within 1" become Broken!

Stoneforged

Injured

[Tempered], [Monster] Size: 5

M	V	C	A	W	R	D	E	CR
5	0	4	4	7	3	4	0	6

Special Rules: Fearsome, Trample, Juggernaut, Cleave 3, Conduit Colossus, Seismic Demise

Spells:

Ferric Throne Only

Crucible of War **Essence:** 1

Type: Incantation

When a Friendly **[Tempered]** Warrior within Command Range Activates, they immediately Heal 1.

Meltdown **Essence:** 3

Type: Unique Clash Action

All Enemies within Engagement Range each suffer Hits equal to their Defense Characteristic.

Unique Special Rules:

Conduit Colossus: Other Friendly **[Tempered Spellcaster]**s within Command Range gain the **Spellcaster +1** Special Rule. Enemy **[Spellcaster]s** within Command Range suffer -1 to their **Spellcaster** Special Rule.

Seismic Demise: When this **[Monster]** is Slain, all Warriors (Friendly and Enemy!) within 1" become Broken!

Ferric Throne Only

Fuelled by the Furnace: Whenever this **[Character]** Slays an Enemy during their Activation, this Warrior gains an Essence.



Hold Vaults

Upgrades: All

Each **[Character]** in your Warband may purchase a single Upgrade from the lists below. A **[Character]** can only purchase Upgrades from the Lists of their corresponding Battlefield Roles. A Warlord may instead purchase 2 Upgrades. A **[Monster Character]** cannot purchase any Upgrades.

Remembered: 5 points

This **[Character]** gains the **Fearsome** Special Rule.

Memories of the Forge: 10 points

During this **[Character]**'s Clash Actions, Hit Rolls of '1' cannot be Blocked.

Death Before Defeat: 25 points

When this **[Character]** is Slain, they may immediately perform a free Clash Action before being removed from the Battlefield.

Dragonbane: 10 points

This **[Character]** gains the **Fiend Hunter** Special Rule.

Warborn: 10 points

This **[Character]** gains the **Flurry** Special Rule.

Chainbreaker: 20 points

Friendly Warriors within Command Range gain the **Unstoppable** Special Rule.



Hold Vaults

Upgrades: Clans

Arena Champion: 15 points

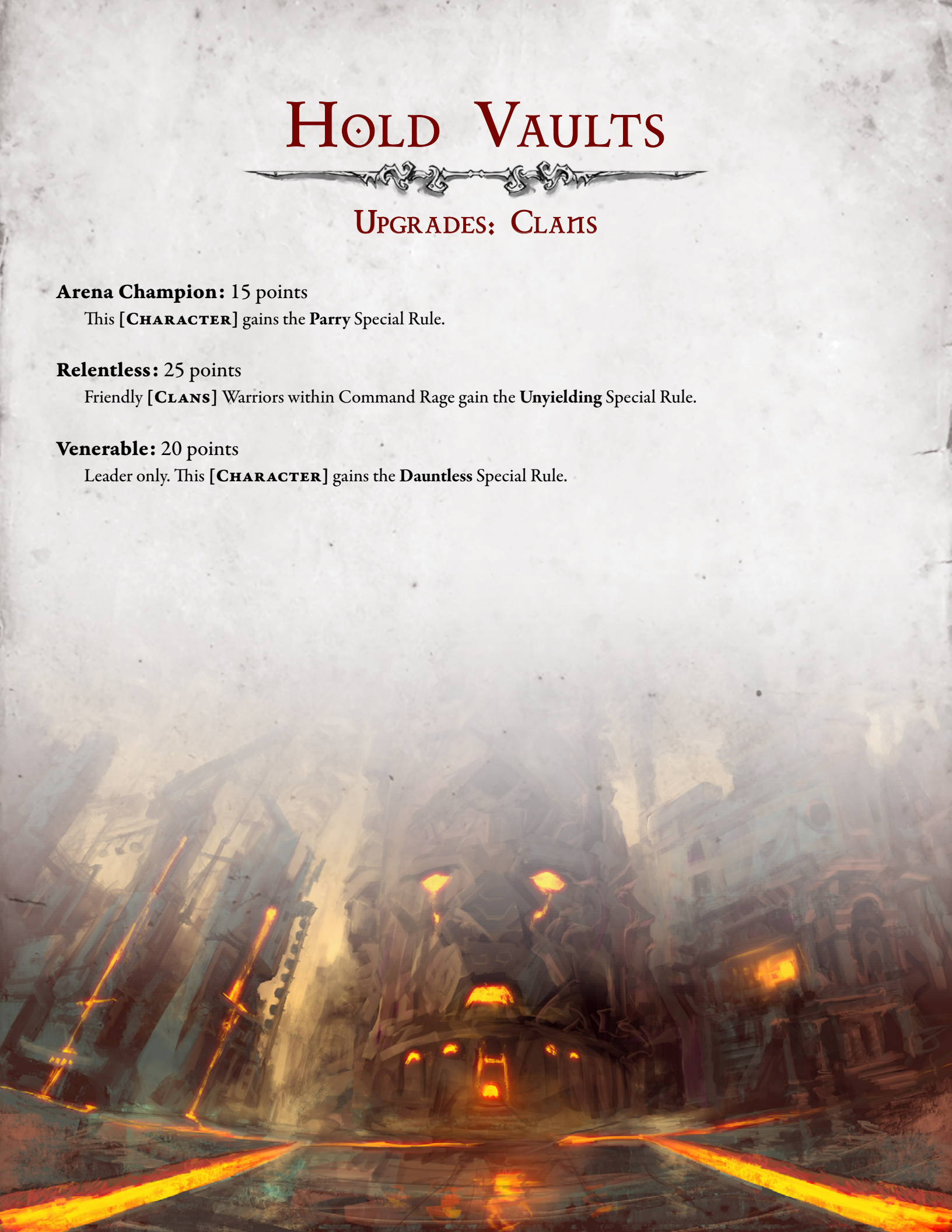
This **[Character]** gains the **Parry** Special Rule.

Relentless: 25 points

Friendly **[Clans]** Warriors within Command Rage gain the **Unyielding** Special Rule.

Venerable: 20 points

Leader only. This **[Character]** gains the **Dauntless** Special Rule.



Hold Vaults

Upgrades: Ardent

Fervor: 20 points

Friendly **[Ardent]** Warriors within Command Range gain the **Overrun** Special Rule.

Firstborn of War: 25 points

Leader only. This **[Character]**'s Regiment gains the **Vanguard** Special Rule.

Rage: 5 points

While Wounded, This **[Character]** gains +1 Attack.



Hold Vaults

Upgrades: Tempered

Tempered Goad: 20 points

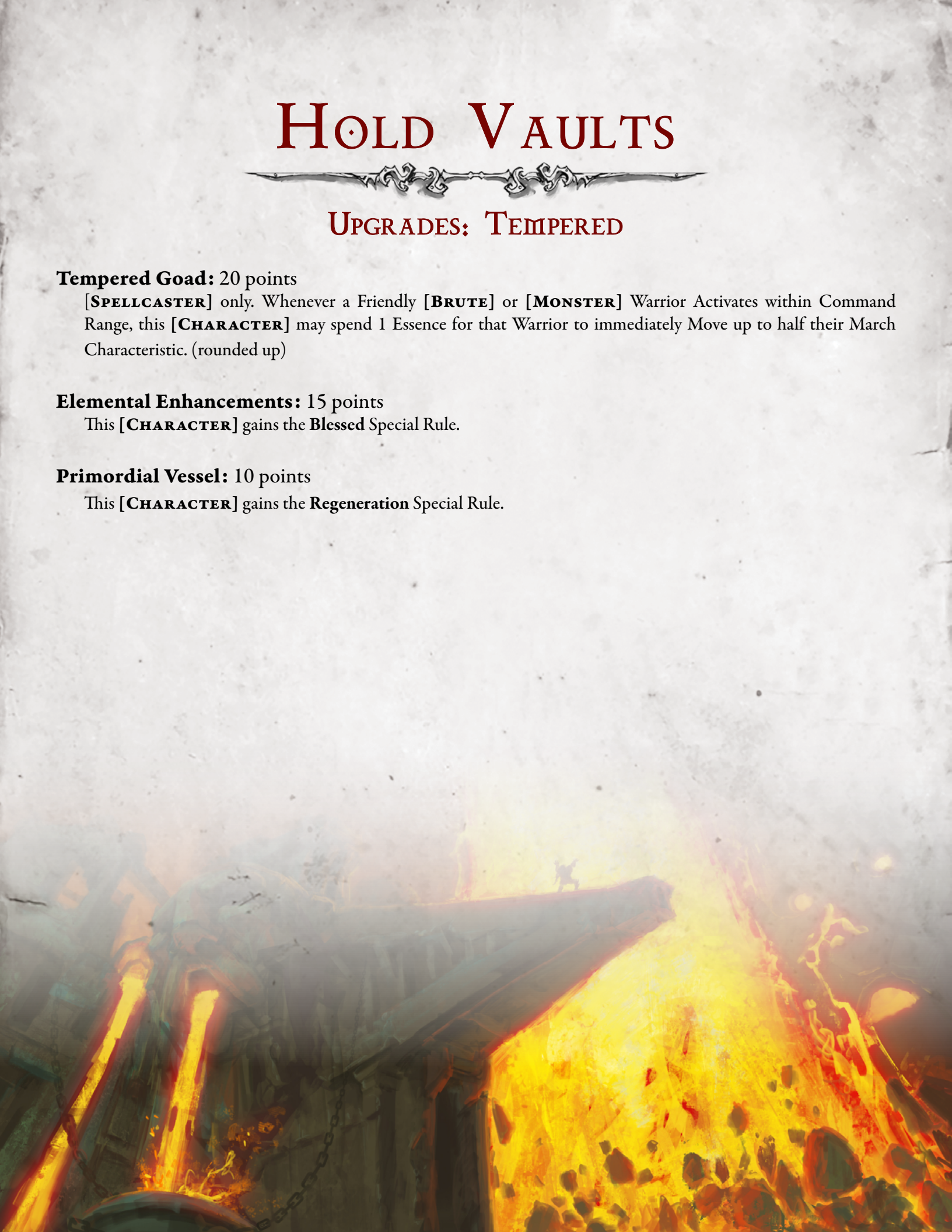
[**Spellcaster**] only. Whenever a Friendly [**Brute**] or [**Monster**] Warrior Activates within Command Range, this [**Character**] may spend 1 Essence for that Warrior to immediately Move up to half their March Characteristic. (rounded up)

Elemental Enhancements: 15 points

This [**Character**] gains the **Blessed** Special Rule.

Primordial Vessel: 10 points

This [**Character**] gains the **Regeneration** Special Rule.



Legends of Eä

The following unique **[Characters]** will all possess the **[Legendary]** Battlefield Role, something they have truly earned! These **[Characters]** may be included in your Warband as a Warlord choice. However, they cannot purchase any Upgrades, as they already have acquired their own personal artefacts and armaments throughout their journeys.

[Legendary Characters] also possess their own Retinues when fielded as Warlords as indicated.

The **[Legendary Characters]** of the Dweghom and their Retinues are:

- Ragodosh, the Stone Faced King (Hold Thanes)
- Alekhaneros, the Fire Thane (Flame Berserkers)





Ragodosh
the Stone Faced King

[Legendary], [Infantry], [Clans], [Character]

Warlord **155 Points**

Retinue: Hold Thanes **Size: 2**

M	V	C	A	W	R	D	E	CR
4	1	3	4	5	4	4	0	7

Special Rules: Shield, Cleave 2, Dauntless, Counter-Attack, The Bloodbound, Grim Determination

The hold of Ghe'Domn is unique in that it does not contain a single clan like its counterparts: instead, it functions on a multi-clan system, with many minor clans boasting the semi-independence under the hold's embattled Raegh - Ragodosh, the Stone Face King.

This unorthodox balance of power can be traced to the hold's founding; the hold's first founder and Raegh, Anaghallosh, slew the great dragon Bhaigharradhakk with the assistance of twelve legendary thanes. The Raegh and his chosen dipped their weapons in the scalding blood of the slain dragon, creating the treasured dragonblades. Anaghallosh declared that each of his thanes was worthy of their own clan, earning the title of Dhaen; with the dragonblades serving as eternal symbols of their right to rule.

Today, Ragodosh rules over a hold marred by division, including a schism caused by the rogue Dhaen Alekhaneros in his quest to find his clan's missing dragonblade.

Unique Special Rules:

The Bloodbound: Hold Thanes in your Warband gain the **Fiend Hunter** Special Rule.

Grim Determination: When Ragodosh is Slain, he is not Removed from the Battlefield until the end of the Round. He may still Activate as normal and is not treated as being Slain until the end of the Round, after the Victory Phase. While at 0 Wounds Ragadosh cannot be Healed and cannot stay his demise by any other means. *Even a Dweghom King has his limits!*

Command Abilities:

The Mountain Stands: Friendly **[Clans Infantry]** Warriors within Command Range gain the **Iron Discipline** Special Rule.

Unite the Clans: Friendly **[Clans Infantry]** Warriors within Command Range gain the **Opportunist** Special Rule.

Raegh of Ghe'Domn: This Round, Whenever this **[Character]** Rolls to Block during Enemy Clash Actions; the Attacking Enemy suffers a Wound for each Block result of '1'.



Alekhaneros
the Fire Thane

[Legendary], [Infantry], [Clans], [Spellcaster, [Character]

Warlord **140 Points**

Retinue: Flame Berserkers **Size: 2**

M	V	C	A	W	R	D	E	CR
5	1	3	4	5	4	2	2	6

Special Rules: Spellcaster 3, Cleave 2, Indomitable, Vanguard, Rekindle, Relic Seekers, Azdhaen, Firebrand

Alekhaneros stood out from all of his peers due to his drive and conviction. Embracing the Ardent Creed, he led the worship of the Ancestors and embraced the ideals of the freedom their sacrifice provided the Dweghom. He never forgot that the true gift of the Ancestors was freedom: the freedom to question and the freedom to act, which had been systematically curtailed by tradition.

Tired of the pervasive mindset to which he attributed his Hold's steady decline, Alekhaneros set forth to challenge his Hold's leadership by setting forth on a quest to recover one of the Hold's legendary Dragon Blades to prove that things could change.

He has since led a warband of like minded troublemakers from his hold on a series of adventures and engagements, each encounter broadening his mind and sharpening his skill as he looks upon a world drastically changed from the times of his Ancestors.

Unique Special Rules:

Rekindle: Whenever a Friendly Warrior within Command Range becomes Broken! this [Spellcaster] gains 1 Essence.

Relic Seekers: During the Deployment Phase when Revealing Command Cards, a single Friendly [Infantry] Regiment may gain the **Vanguard** Special Rule.

Azdhaen: Friendly Flame Berserkers within Command Range gain the **Blessed** Special Rule.

Firebrand: When you lose the Supremacy Roll, Alekhaneros may immediately perform a Clash Action. *Alekhaneros may still perform a Clash Action during his normal Activation.*

Alekhaneros



Spells:

Forge Ahead **Essence:** 2

Type: Command Ability

Friendly Warriors within Command Range gain the **Elusive** Special Rule.

Stoke the Fire **Essence:** 1

Type: Incantation

When a Friendly Warrior within Command Range Activates, they gain the **Brutal** Special Rule.

Spreading Flame **Essence:** 3

Type: Unique Action

Friendly **[Infantry]** Warriors within Command Range may immediately Move up to half their March Characteristic. (rounding up)



Reclamation Warhost

Warband of Legend

Warbands of Legend: Instead of Mustering your Warband using your normal Faction roster, you may choose to instead select this list to Muster your Warband from. A Warband of Legend is a thematic and focused way to build your Warband; composed of a specific selection of Characters, Regiments, and Monsters that provide alternative Army Rules and Unique Upgrades as well as a different Warband organization options. Due to the already specialized nature of these Warbands, Warlords included within do not have access to Retinues. Each selection may only be included in your Warband once.

Warlords:
Hold Raegh
Tempered Sorcerer
Exemplar
Alekhaneros, the Fire Thane

Mainstay Regiments:
Hold Warriors
Hold Ballistae
Hold Thanes
Flame Berserkers

Heroes:
Exemplar
Flamecaster
Tempered Sorcerer

Restricted Regiments:
Dragonslayers
Fireforged
Steelforged
Initiates

Monsters:
Ironclad Drake (Bergont Raegh)
Hellbringer Drake (Hellbringer Sorcerer)



Reclamation Warhost

Army Rules

Creeds of the Dweghom: Although all Warriors of the Dweghom share a great primordial gift, as a people they remain fractured in how it should be utilized. Warriors of the Dweghom will possess any of the following Battlefield Roles: **[Clans]**, **[Ardent]**, or **[Tempered]**.

Awakened: When a Dweghom Warrior tests Resolve during a Combat Rally Action; Instead of the usual effects, if the test is Passed they become Inspired! until the end of their Activation. If Failed, they continue their Activation as normal.

United in Purpose: Leaders of the Dweghom may affect all Friendly Warriors with Command Abilities, not just those belonging to their Regiment.

Lost Relics: Immediately after determining Player Territories, Place Lost Relic Markers within Enemy Territory depending on the points value of the Battle. If there is no Enemy Territory, Place the Relic anywhere within Neutral Territory. Relics are represented on an Infantry base, are ignored for Line of Sight, and Warriors may Move over Relics during their Activation but may not end a Move on top of one. A Relic Marker is removed from the Battlefield once a Warrior from this Warband is Placed or ends a Move in contact with the Relic.

Number of Lost Relics:

- 1-500 pts: 1 Relic
- 501-1,000 pts: 2 Relics
- 1,001+ pts: 3 Relics



Reclamation Warhost

Army Rules

The first time a Relic is picked up, roll to determine the effects of the Relic on the table below and mark the bearer appropriately. Any Duplicates must be Re-Rolled:

1. **Lost Dragonblade-** *One of the Dragonblades of Ghe'Domn, this sword has been quenched in the blood of the great dragon Bhaigharrodhakk, imbuing it with awesome power.* While carrying this Relic, Enemies cannot use their Defense Characteristic to Block during the bearer's Clash Actions.
2. **Apocalyptic Apocrypha-** *Containing either prophetic or otherwise esoteric portents, the texts found within this tome must be brought before the Mnemancers for deliberation.* While carrying this Relic, the bearer and all friendly Warriors within Command Range may Re-Roll all failed Resolve Tests.
3. **Mnemancer's Diadem-** *An artefact of long lost mnemantic craft, this crown instills the wearer with the authority of kings and the demeanor of stone.* While carrying this Relic, the bearer may perform an additional Command Ability during the Command Phase. This Warrior gains the [Character] Battlefield Role if they do not have it already.
4. **Shard of War-** *A fragment of War's prison, possession of this shard floods the mind with insurmountable rage.* While carrying this Relic, the bearer gains the Burnout Special Rule. If the bearer Slays an Enemy during their Activation, they ignore the Wound caused by the Burnout Special Rule.
5. **Meteoric Helm-** *Forged of unknown alloys, this onyx helmet proves peculiarly resilient.* While carrying this Relic, Hits against the Bearer receive no benefit from the Armor Piercing X and Cleave X Special Rules.
6. **Demon Core-** *Contained within this metallic orb contains the roiling rage of a primordial demon sealed long ago...* While carrying this Relic, the bearer gains the Terrifying Special Rule. Whenever the Bearer suffers Wounds, Roll a dice to determine if the demon breaks free of its prison. On a result of a '*6*', the demon is unleashed; the bearer and all Warriors (Friendly and Enemy) within 3" suffer a Wound. The Demon Core is then destroyed and removed from the Battlefield.

A Warrior may only carry one Relic at a time. When a Bearer is Slain or removed from the Battlefield, Place the Relic centered directly under where its base was.

Safeguard: Dweghom Warriors gain +1 Attack while within the Command Range of a Friendly Warrior claiming a Lost Relic or while within 3" of an unclaimed Friendly Lost Relic.

Hold Armory

Upgrades

[Characters] from this Warband of Legend may only purchase Upgrades from the list found below. A Warlord may instead purchase 2 Upgrades. A **[Legendary Character]** or **[Monster Character]** cannot purchase any Upgrades.



Resolute: 20 points

When this **[Character]** is the Target of a Duel, you may select a single Friendly **[Infantry]** Warrior within Command Range that is not Broken! to accept in their stead. Place the selected Friendly Warrior Engaged with the Enemy **[Character]** by the shortest distance possible.

Implacable: 15 points

Friendly **[Infantry]** Warriors within Command Range gain +1 March.

Headstrong: 15 points

Leader only. If this Regiment was the first Command Card you Activated this Round, Warriors of this Regiment gain the **Overwhelm** Special Rule during their Activation.

Perseverance: 20 points

This **[Character]** gains +1 Resolve if any other Friendly Warriors within Command Range are Broken!

Stalwart: 10 points

This **[Character]** gains the **Juggernaut** Special Rule.

Written in Stone: 5 points

When this **[Character]** Rolls to discover a Lost Relic they have claimed, instead of Rolling you may choose which Relic it is. *There cannot be multiple of the same Relic on the Battlefield!*

Remembered: 5 points

This **[Character]** gains the **Fearsome** Special Rule.

Hold Armory

Upgrades

Memories of the Forge: 10 points

During this [Character]'s Clash Actions, Hit Rolls of '1' cannot be Blocked.

Warborn: 10 points

This [Character] gains the **Flurry** Special Rule.

Chainbreaker: 20 points

Friendly Warriors within Command Range gain the **Unstoppable** Special Rule.

Arena Champion: 15 points

[Clans] Only. This [Character] gains the **Parry** Special Rule.

Relentless: 25 points

[Clans] Only. Friendly [Clans] Warriors within Command Rage gain the **Unyielding** Special Rule.

Venerable: 20 points

[Clans] Only. Leader only. This [Character] gains the **Dauntless** Special Rule.

Elemental Enhancements: 15 points

[Tempered] Only. This [Character] gains the **Blessed** Special Rule.

Primordial Vessel: 10 points

[Tempered] Only. This [Character] gains the **Regeneration** Special Rule.

Rage: 5 points

[Ardent] Only. While Wounded, This [Character] gains +1 Attack.

