



DWEGHOM
Army List



ARMY LISTS

THE RULES THAT FOLLOW WILL SHOW YOU HOW THE MODELS AND WARBANDS INTERACT WITH EACH OTHER AND THE ENVIRONMENT. THESE CHAPTERS WILL TEACH YOU HOW TO ACTIVATE YOUR WARBANDS, HOW TO MOVE THEM AS WELL AS HOW TO ENGAGE IN COMBAT WITH THEM.

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 Stand in your Army, plus those of any upgrades you've purchased for those Stands. 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 Stands and Regiments. You may include any number of either in your Army, subject to the following rules:

THE WARLORD

You must include one Character Stand to be your Warlord – your avatar on the Battlefield.

WARBANDS

Each Character Stand 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 Stand 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 Stand it is chosen for, count as a Mainstay or a Restricted choice. Each Character Stand'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 Stands and Regiments have additional options that can be purchased for them, such as Abilities, Command Models, or 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 Stand or Regiment for which the upgrade was purchased.

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.

ARMY RULES

This Army follows the additional Faction Specific Rules seen below:

FIRSTBORN CHILDREN OF WAR

All Regiments in this Army ignore Enemy Regiments for the purpose of determining their Reinforcement Line.

THE PURSUIT OF AGHM

Infantry Regiments in this Army, without an attached Character Stand, may have their Command Stand perform a free additional Duel Action. However, refusing the Duel does not confer the usual negative effects. If an Enemy Character Stand has already refused a Duel this Round, then they may not refuse the Duel.

If the Command Stand suffers any Wounds during the Duel Action, assign those Wounds to only the Command Stand, including any Wounds suffered from Morale (these Wounds do not spill over into the Regiment). This will sometimes lead to an exception about Allocating Wounds to a Regiment, where the Command Stand will be allocated Wounds even though there is another Wounded Stand present in the Regiment.

When allocating Wounds to the Regiment, from any non-Duel Actions, when there are multiple Wounded Stands, prioritize non-Command Stands as per the usual Wound Allocation Rules. If a Command Stand successfully destroys an Enemy Character Stand during a Duel Action, the Regiment immediately gains the Bravery, Tenacious (1) and Indomitable (1) Special Rules until the end of the Battle.

If the Command Stand is destroyed as the result of a Duel Action, the Regiment immediately loses all bonuses from the Command Stand and Reforms/Combat Reforms to a legal formation.

THE DWEGHOM CREEDS

When selecting your Warlord, depending on which Character Stand is selected, your Army gains access to one of the following Creeds.

- An Ardent Kerawegh must always select the Ardent Creed
- A Tempered Sorcerer and Tempered Steelshaper must always select the Tempered Creed

THE TEMPERED CREED:

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

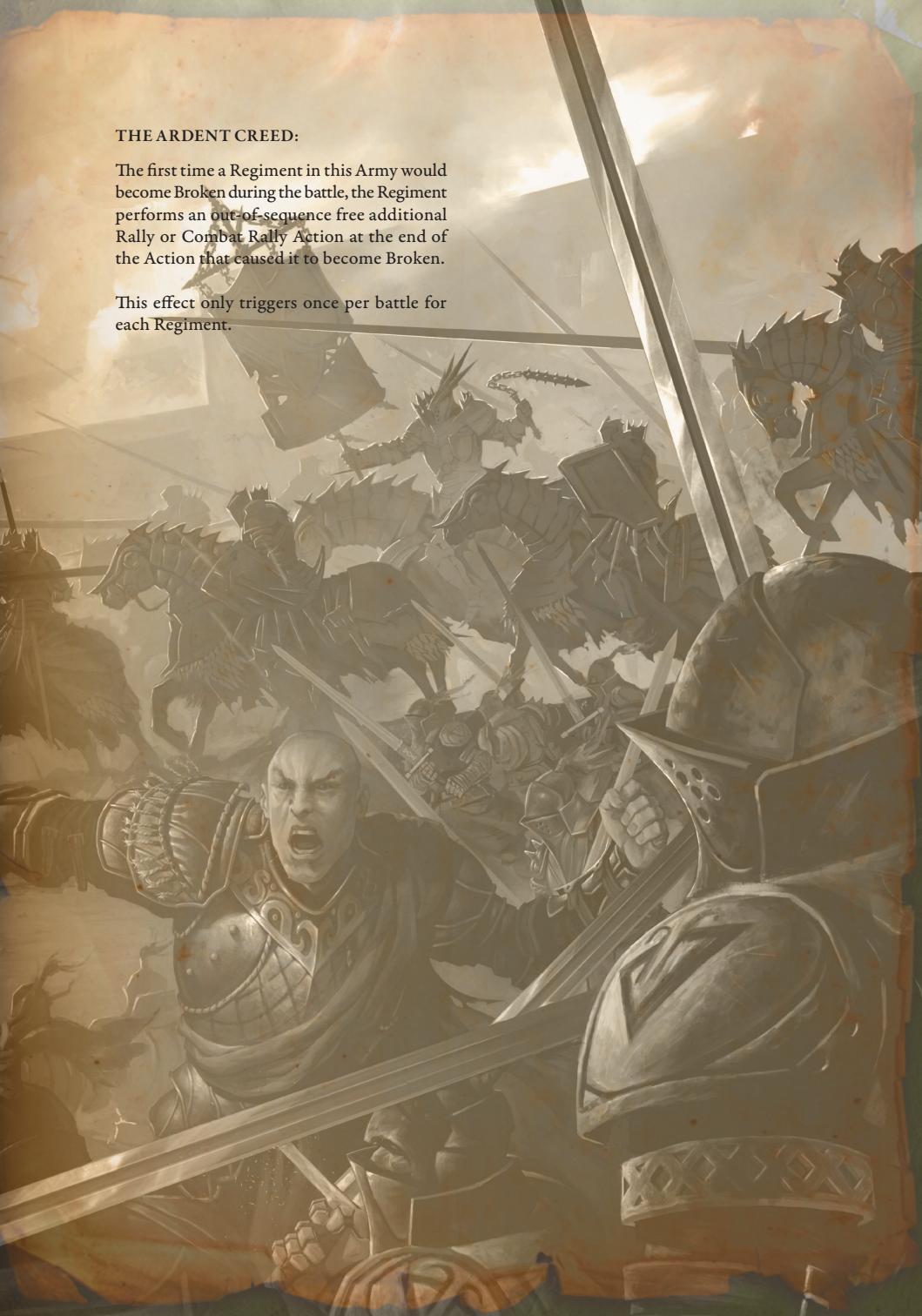
You may spend a Marker from the pool to automatically count as a success a single Defense, Clash or Morale Test die of any friendly Regiment or Character Stand within 8" of a Tempered Sorcerer or Tempered Steelshaper Character Stand. The Character Stand or Regiment may use up to 5 Elemental Markers during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

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

THE ARDENT CREED:

The first time a Regiment in this Army would become Broken during the battle, the Regiment performs an out-of-sequence free additional Rally or Combat Rally Action at the end of the Action that caused it to become Broken.

This effect only triggers once per battle for each Regiment.



SUPREMACY ABILITIES

Each type of Character grants a different Supremacy Ability if chosen as your Warlord.

ARDENT KERAWEGH

Righteous Annihilation [Always Active]: All Friendly Command Stands add +2 to their Attacks Characteristic.

[Activated Part of the Ability]: All Friendly Regiments add +2" to their Charge Distance when they Charge an Enemy Regiment that is within range of an Objective Zone.

TEMPERED SORCERER

Elemental Puissance [Always Active]: This Character Stand may perform two Spellcasting Actions each Round. This Character Stand cannot attempt to cast the same Spell more than once per Round.

TEMPERED STEELSHAPER

Ferric Embrace [Always Active]: Each time a Regiment or Character Stand in this Army spends an Elemental Potency Marker, that Regiment or Character Stand Heals 1 Wound for each Elemental Potency Marker spent, **to a maximum of three Wounds**. The Heal is applied cumulatively rather than separately. *E.g. Should a Regiment spend 2 Elemental Potency Markers they will Heal 2 Wounds, instead of Healing 1 and then another 1.*

HOLD RAEGH

In the Presense of Mnemancers [Always Active]: Character and Regiment Command Stands in this army count as two additional Stands for the purposes of Seizing Objective Zones. Furthermore, when a Medium or Heavy Regiment that has this Army's Warlord Character Stand currently attached to it, is within range of an Objective Zone it always counts as Seizing that Objective Zone.

CHARACTERS

You may include any number of Character Stands, but at least one Character Stand must be included as your Warlord.

ARDENT KERAWEGH

90 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E
Ardent Kerawegh	Infantry	-	-	1	3	5	4	4	3	0
Special Rules:	Priest (6)									
Draw Event:	None									
Number of Stands:	1									
Models per Stand:	1									



Options:

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

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

The Ardent Kerawegh knows the following Spells at no additional points cost.

Dismay

Resolve

Fear

Rancor

Warband:

Mainstay: *Flame Berserkers*
Hold Warriors
Hold Ballistae
Initiates
Wardens

Restricted: *Magmaforged*

Masteries: *Tactical, Combat, Arcane*

TEMPERED SORCERER**130 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Tempered Sorcerer	Infantry	-	-	3	2	3	4	3	2	0

Special Rules:

Barrage (5) (16"), Wizard (7)

Draw Event:

None

Number of Stands:

1

Models per Stand:

1

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

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

Fire*Flame Wall**Fireball**Coruscation***Earth***Roots of Stone**Broken Ground**Rock Shaping***Magma***Eruption**Magmatic Seep**Pyroclast***Warband:****Mainstay:** *Hold Warriors**Hold Ballistae**Fireforged***Restricted:***Inferno Automata**Hellbringer Drake**Stoneforged***Masteries:***Tactical, Arcane*

TEMPERED STEELSHAPER**120 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Tempered Steelshaper	Infantry	-	-	2	2	4	5	-	4	2

Special Rules:

Barrage (5) (18"), Wizard (7)

Draw Event:

None

Number of Stands:

1

Models per Stand:

1

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

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

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

The Tempered Steelshaper knows all the following Spells at no additional point cost.

*Hone Blades**Unmake Armour**Temper Plate***Warband:**

Mainstay: *Hold Warriors*
Hold Ballistae
Fireforged

Restricted: *Steelforged*
Magmaforged
Stoneforged

Masteries: *Combat, Arcane*

HOLD RAEGH**100 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Hold Raegh	Infantry	-	-	1	4	5	5	4	4	0

Special Rules: Cleave (1)**Draw Event:** None**Number of Stands:** 1**Models per Stand:** 1

Aghm to be Gained!: A Hold Thanes Regiment this Character Stand is currently attached to gains the Flank Special Rule.

Options:**Relics:** May have a single Relic at the indicated points cost.**Warband:**

Mainstay: *Hold Warriors*
Hold Ballistae
Hold Thanes
Initiates

Restricted: *Dragonslayers*
Stoneforged
Fireforged
Ironclad Drake

If your Army includes at least one Hold Raegh, Infantry Regiments in your Army may include a Mnemancer Apprentice at the indicated points cost, in addition to any other Officer the Regiment could take.

Mnemancer Apprentice 25 points

Masteries: *Tactical, Combat*

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 Stand. Each Character Upgrade confers abilities or attributes to the Character Stand, and their bonuses are lost as soon as the Character Stand is removed from the game for any reason.

Unless otherwise specified, the following restrictions apply for Dweghom Character Stands:

- Only Infantry Character Stands may purchase a Banner Character Upgrade. A Character with a Banner Character Upgrade cannot be attached to a Monster Regiment.
- Only Character Stands with the Wizard (X) or Priest (X) Special Rules may select an Arcane Character Upgrade.
- Character Stands with the Wizard (X) Special Rule may not purchase Armor Character Upgrades.
- If a Character Stand can have more than one Character Upgrade, they must purchase upgrades from different categories.

RELICS

Each Relic may only be included in your Army once.

BANNERS

'Until We Have To' **40 points**
The Memory of Ordhama, Mother of her Clan, is remembered by all Dweghom. When she informed her following that they must hold Gheorzmosh the Eldest pinned in the swamps of Ishk, she was asked by them how long. Her answer is today an order which, when given, cannot by misinterpreted.

The Regiment this Character Stand is currently attached to, gains the Hardened (1) Special Rule while at least half of its Stands are in range of an Objective Zone.

Mnemancer's Eye **30 points**
Carrying this standard offers a simple and ironclad promise: the Mnemancers will be watching. Whether a promise or a threat, whether to victory, defeat or death, the deeds of those carrying this banner will be Remembered.

The Regiment this Character Stand is currently attached to, add +1 to their Resolve Characteristic and gain the Fearless Special Rule.

ARMORS

The Crown of Ushkelodh **20 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 Stand is currently attached to, gains the Burnout Draw Event.

Arena Champion **15 points**
The Memory Arenas are where Dweghom settle amicably their differences before Mnemancer judges, amicably meaning that duals are not usually to the death. Be it as challenged, challenger or both, this character has spent most of their time fighting their peers in duels and there is no substitute for experience.

The Character Stand gains the Flurry Special Rule.

Champion's Horns **15 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.

If the Regiment this Character is currently attached to, consists of at least 4 Stands, excluding the Character Stand, the Character Stand adds +2 to its Attacks Characteristic.

Steel Enhancements **15 points**

The epitome of alloys created by the Steelshapers, Dweghom Steel is considered the most durable material known to this age, second only to the fabled Sillubaster. While a full Steel Plate armor set is a treasure of Kings, Thanes may carry or reward their most worthy men with special Steel Enhancements.

The Character Stand gains the Hardened (3) Special Rule.

Obsidian Grafts **15 points**

While few understand the origin and craftsmanship of the Flame Berserker obsidian grafts, it is often thought that their unnatural endurance can be attributed in part to these implants. Similar implants, only partly replicating Berserker grafts, or repurposed used ones can be acquired by those of enough Aghm.

The Character Stand Re-Rolls failed Defense Rolls.

Memory of Stone **10 points**

Humans confuse Mnemancy with elaborate record keeping but the true art of Mnemancy can infuse an object with memories of people and elements alike. Remind a piece of armor the earth it came from and it breaks no easier than the solid rock that birthed it.

The Character Stand adds +1 to its Wounds Characteristic.

WEAPONS

Draegbhrud **40 points**

No Dweghom blade is forged as a Draegbhrud, 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 Stand gains the Cleave (3) Special Rule.

Cthonic Flame **30 points**

Either a salvaged Flame Berserker axe or a replica weapon designed by Sorcerers, these weapons carry clash with fire and liquid flame with every blow.

Enemy Stands Re-Roll successful Resolve Tests when suffering Wounds from this Character Stand. This is also applicable to Spellcasting Actions.

Perfectly Balanced **25 points**

Unlike the vast majority of weapons forged by automata, some Dweghom either forge their own weapons or have them made by Dweghom smiths. They are neither enhanced nor special in some way, they are simply exactly as they should be, one blow leading naturally to the next.

The Character Stand adds +1 to its Attack Characteristic. In addition, when this Character Stand participates in a Duel, the Enemy Character Stand cannot make use of their Quicksilver Strike Special Rule.

TALISMANS

Gifted in Fire **25 points**

Control is not the main Characteristic of those Gifted with the element of Fire. By 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.

The Character Stand adds +1 to its Evasion Characteristic. Furthermore, the Regiment, the Character Stand is currently attached to, gains the Aura of Death (+3) Special Rule (to a maximum of 6).

The Flame Flickers **20 points**

"No one knows how a flame's tongue will move". This simple Dweghom proverb is inscribed on the obsidian talisman in Mnemonic runes. Infused with Memories of Fire, the talisman, once broken, will flare the user's reflexes to an almost supernatural level.

During a Duel Action, Enemy Character Stands treat the total value of their Evasion Characteristic as if it was "0".

Slayer's Brand **10 points**

While Ardent have to, many chose to perform the Dheukorro, to descend to the bowels of the world

and face what awaits there. An descendant from the Dheukorro, this character has returned with the head of a monstrosity, proving their ability to fight monsters as their equal.

The Character Stand gains the Fiend Hunter Special Rule.

Remembered **10 points**

The Memory of this one is carved in the mind of his enemies, even those not Dweghom. It is not for his painting talent or his poetic eloquence. The Character Stand gains the Fearsome Special Rule.

Remembrance of the Core **10 points**

Forged in the deepest and mightiest of a Hold's smelting pots and cast from the dregs of a thousand blades, this lump of iron carries a sympathetic link to all of the weapons forged thereafter. Any sorceries cast on it are applied to those weapons it is bound to, but the power is too great for this to last.

The Character Stand gains the following Draw Event:

Remembrance of the Core: This Draw Event can only be resolved once per Battle. All Friendly Command Stands add +1 to their Attack Characteristic until the end of the Round.

ARCANE

Invocation of the Shattering **30 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 Stand gains the following Draw Event:

The Shattering: The Character Stand and the Regiment it is currently attached to, gain the Flawless Strikes Special Rule until the end of the Round.

Heart of the Mountain **30 points**

None outside the Dweghom know what it is they call "the Heart of the Mountain", even though the phrase is inscribed in almost all Dweghom Hold entrances. Some claim it is the relic of the

Dragon they slew, others a core of Sillubaster in every mountain's roots. Whatever it is, Dweghom can channel their Spells through it with great difficulty but shielding it from any obstacle.

The Character Stand gains the following Draw Event:

Heart of the Mountain: This Draw Event can only be Activated once per Battle. The Character Stand ignores Enemy Interference and adds 1 to the Attunement value to Spells the the Stand casts this Round (e.g. Attunement 3 becomes Attunement 4).

Tempered Goad **20 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.

The Character Stand gains the following Action:

Tempered Goad (In and Out-of-Combat Action): This Action can only be performed once per Battle. Target Enemy Brute, Cavalry or Monster Regiment within 10" of the Character Stand cannot benefit from the Inspired Special Rule until the end of the Round.

Graft of Fire **15 points**

Grafts made of pure Dweghom Steel and infused with Fire instill aggression and strength to one's Spells... even as the graft heats with every use, even beyond endurance.

The Character Stand may choose to Roll one additional die when performing a Spellcasting Action. Each time the Character Stand rolls an additional die as a result of this Character Upgrade it must pass an unmodified Morale test or suffer a Wound. This Roll is made at the end of the Spellcasting Action.

Memory of Breath **10 points**

Adorned with Mnemonic runes, the character's armor or clothes are infused with the Memory of the breaths of the hated creators. Understanding the runes is not necessary for any seeing them to feel an echo of the heat of a dragon's fire.

The Regiment this Character Stand is currently attached to, gains the **Aura of Death (+3)** Special Rule.

MASTERIES

Character Stands 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 Stands have mastered abilities that make them exceptional.

Masteries are optional upgrade abilities for your Characters, which are noted on your Army List and confer bonus abilities to your Character Stand. As a rule of thumb a Character Stand may select **one** Mastery according to the Available categories listed on their Army List profile, however there are cases in which a Character Stand may be able to purchase more than one. This will be clearly stated in the Character Stand's Army List Entry.

Each Mastery can only be purchased once, unless stated otherwise. There are three categories for Masteries: Tactical, Combat and Arcane.

TACTICAL

Forged in Conflict 30 points

The Regiment this Character Stand is currently attached to, gains the Iron Discipline Special Rule.

Call the Mnemancers! 25 points

The Character Stand counts as two more Stands of the same Class for the purpose of Seizing an Objective.

Long Lineage 15 points

This Character Stand may purchase one additional Character Upgrade, from this Army List, at its indicated point cost.

COMBAT

Baptized in Combat 30 points

[Always Active]: This Character Stand and all Friendly Command Stands in this Army gain the Quicksilver Strike Special Rule.

Expose Weakness 20 points

During a Duel Action, Enemy Character Stands cannot ignore or reduce the number of Hits suffered from this Character Stand.

Fuelled by the Furnace 10 points

This Character Stand gains the Relentless Blows Special Rule.

Bergont Raegh 25 points

(Warlord Hold Raegh only)

The Character Stand gains the Rider Special Rule and must choose to ride an Ironclad Drake in their Warband. Furthermore, the Character Stand gains the Flawless Strikes Special Rule.

Overkill 10 points

For each Wound this Character Stand causes during a Duel Action, the Regiment that Enemy Character Stand is attached to must take a Morale Test as if it had been allocated a Wound.

ARCANE

Flaming Oratory 30 points

(Ardent Kerawegh Only)

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

Focused 25 points

The Character Stand may Re-Roll two failed Spellcasting die Rolls when performing a Spellcasting Action. These Re-Rolls can only be used in one Spellcasting Action per Activation.

Lava Shots 10 points

This Character Stand, gains the Precise Shot Special Rule.

Hellbringer Sorcerer **5 points**
**(Tempered Sorcerer only, must have selected
the School of Fire or Magma)**

This Mastery may be purchased multiple times. The Character Stand gains the Rider Special Rule and must choose to ride a Hellbringer Drake in their Warband.

Ferric Throne **10 points**
(Tempered Steelshaper only) This Mastery may be purchased multiple times. The Character Stand gains the Rider Special Rule and must choose to ride a Stoneforged Regiment in their Warband. When the Stoneforged Regiment this Character Stand is currently attached to activates its Magnetic Conduit Draw Event and spends at least 2 Elemental Potency Markers, the Regiment gains the Blessed Special Rule until the end of the Round.

SPELLS

TEMPERED SORCERER (FIRE SCHOOL)

Name	Range	Attunement	Effect
Coruscation	14"	4	Inflicts one Hit per success on Target Enemy Regiment.
Fireball	14"	3	Inflicts one Hit per success on Target Enemy Regiment. These Hits have the Armor Piercing (2) Special Rule.
Flame Wall	8"	3 (Scaling)	Inflicts one Hit per success on Target Enemy Regiment. If at least three successes are scored, Target Enemy Regiment cannot gain the Inspired Special Rule as a result of a successful Charge until the end of the Round.

TEMPERED SORCERER (EARTH SCHOOL)

Name	Range	Attunement	Effect
Roots of Stone	10"	3 (Scaling)	Target Regiment that has not Activated yet this Round, receives +2 Defense but cannot perform a March, Charge, Reform, Combat Reform or Withdraw Actions until the end of the Round.
Broken Ground	14"	3	Target Regiment cannot perform Impact Attacks on its next Charge.
Rock Shaping	10"	3 (Scaling)	Target Regiment gains the Tenacious (1) Special Rule until the end of the Round. If a Herald of Stone Officer is currently present in the Target Regiment then it also gains Indomitable (1) until the end of the Round.

TEMPERED SORCERER (MAGMA SCHOOL)

Name	Range	Attunement	Effect
Eruption	8"	3	Target piece of Zonal or Garrison Terrain counts as Erupting until the end of the Spellcaster's next Activation. All Stands currently within the Target piece of Zonal Terrain suffer 1 Hit with the Armor Piercing (1) Special Rule. These Hits are treated as being inflicted to 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.
Magmatic Seep	8"	3	Nominate a point on the Battlefield within range (even one beneath a Regiment). The area within 3" of this Marker counts as a piece of Erupting Zonal Terrain with the Hindering Terrain Special Rule. The terrain feature remains until the end of Round.
Pyroclast	8"	3	Inflicts 4 Hits on Target Enemy Regiment. These Hits have the Armor Piercing (1) Special Rule. This Spell may target an Enemy Regiment within 5" of an Erupting piece of Zonal or Garrison Terrain regardless of the Spell's Range or the Spellcaster's Line of Sight. These hits count as being inflicted to the Flank of the Regiment.

TEMPERED STEELSHAPER

Name	Range	Attunement	Effect
Hone Blades	12"	3 (Scaling)	Target Regiment adds +1 to its Clash Characteristic until the end of the Round.
Temper Plate	10"	3 (Scaling)	The Regiment gains the Hardened (+1) Special Rule until the end of the Round (to a maximum of 2).
Unmake Armour	12"	3 (Scaling)	Target Regiment suffers a -1 to its Defense Characteristic until the end of the Round.

ARDENT KERAWEGH

Name	Range	Attunement	Effect
Resolve	12"	3 (Scaling)	Target Friendly Regiment loses its Broken status, as if it had performed a Rally Action. The Target Regiment does not count as having been Activated as a result of this Spell. In addition, the Regiment gains the Inspired Special Rule until the end of the Round.
Dismay	12"	3	Target Enemy Regiment suffers a -1 to its Resolve Characteristic until the end of the Round.
Fear	12"	3 (Scaling)	Target Enemy Regiment cannot Seize Objective Zones until the end of the Round.
Rancor	12"	3 (Scaling)	Target Friendly Infantry Regiment has its Command Stand counting as +2 Stands for the purposes of Seizing Objective Zones. This Spell is automatically successful when targeting a Friendly Infantry Regiment with the Devout Special Rule.

REGIMENTS

You may include Regiments as part of your Characters' Warband.

FLAME BERSERKERS

160 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E
Flame Berserkers	Infantry	Light	6	1	3	6	5	4	3	0

Special Rules: Aura of Death (4)

Draw Event: None

Number of Stands: 3 (including Command Stand with Leader and Standard Bearer)

Models per Stand: 4

Additional Stand 50 points

Options:

Command Models and Officers

Standard Bearer 10 points



HOLD BALLISTAE

140 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E
Hold Ballistae	Infantry	Light	5	2	1	4	5	2	2	0

Special Rules: Barrage (3) (18", Armor Piercing (1)), Shield

Draw Event: None

Number of Stands: 3 (including Command Stand with Leader)

Models per Stand: 4

Additional Stand 40 points

Options:

Command Models and Officers This Regiment may take up to one Officer

Herald of Stone 25 points

Herald of Fire 25 points

Herald of Magma 20 points

Standard Bearer 10 points



FIREFORGED**180 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Fireforged	Infantry	Medium	5	2	2	3	5	3	3	0

Special Rules:

Barrage (4) (14", Armor Piercing (2)), Shield

Draw Event:

None

Number of Stands:

3 (including Command Stand with Leader)

Models per Stand:

4

Additional Stand*60 points***Options:****Command Models and Officers****This Regiment may take up to one Officer***Flamecaster* *25 points**Herald of Fire* *25 points**Standard Bearer* *10 points***HOLD WARRIORS****130 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Hold Warriors	Infantry	Medium	5	1	2	4	5	2	2	0

Special Rules:

Shield, Vanguard (3)

Draw Event:

None

Number of Stands:

3 (including Command Stand with Leader and Standard Bearer)

Models per Stand:

4

Additional Stand*40 points***Options:****Command Models and Officers****This Regiment may take up to one Officer***Herald of Stone* *25 points**Herald of Fire* *25 points**Herald of Magma* *25 points**Exemplar* *15 points (An Exemplar may be taken in addition to any other Officer)*

INITIATES**145 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Initiates	Infantry	Medium	5	1	2	4	5	3	3	0

Special Rules:

Devout, Iron Discipline, Shield, Support (2)

Draw Event:

None

Number of Stands:

3 (including Command Stand with Leader)

Models per Stand:

4

Additional Stand*45 points***Options:****Command Models and Officers***Standard Bearer* *10 points***WARDENS****190 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Wardens	Infantry	Medium	6	1	3	6	5	4	3	0

Special Rules:

Cleave (1), Devout, Fearless

Draw Event:

None

Number of Stands:

3 (including Command Stand with Leader)

Models per Stand:

4

Additional Stand*55 points***Options:****Command Models and Officers***Standard Bearer* *15 points*

DRAGONSLAYERS**220 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Dragonslayers	Infantry	Heavy	5	1	4	5	6	4	3	0

Special Rules:

Cleave (3), Fiend Hunter, Hardened (2)

Draw Event:

None

Number of Stands:

3 (including Command Stand with Leader)

Models per Stand:

4

Additional Stand

65 points

Options:**Command Models and Officers***Standard Bearer*

20 points

**HOLD THANES****190 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Hold Thanes	Infantry	Heavy	5	1	3	4	5	3	3	0

Special Rules:

Cleave (1), Shield, Hardened (1)

Draw Event:

None

Number of Stands:

3 (including Command Stand with Leader and Standard Bearer)

Models per Stand:

4

Additional Stand

55 points

Options:**Command Models and Officers****This Regiment may take up to one Officer***Herald of Stone*

30 points

Herald of Fire

30 points

Herald of Magma

20 points

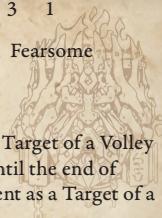


MAGMAFORGED**190 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Magmaforged	Infantry	Medium	6	1	3	4	5	4	3	0
Special Rules:	Aura of Death (4), Cleave (2)									
Draw Event:	None									
Number of Stands:	3 (including Command Stand with Leader and Standard Bearer)									
Models per Stand:	4									
Additional Stand	<i>60 points</i>									

**STONEFORGED****220 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Stoneforged	Monster	Heavy	6	1	3	10	20	4	3	1
Special Rules:	Cleave (2), Impact (4), Terrifying (1), Fearsome									
Draw Event:	Magnetic Conduit									



Unstable Alloys: When an Enemy Regiment selects this Regiment as a Target of a Volley Action this Regiment counts as having the Hardened (2) Special Rule until the end of that Action. In addition, when an Enemy Spellcaster selects this Regiment as a Target of a Spell, the Spell requires 2 more successes in order to be successfully cast.

Magnetic Conduit [Draw Event]: This Regiment may immediately spend up to 3 Elemental Potency Markers. For each Elemental Potency Marker spent, this Regiment adds +1 to its Attacks Characteristic and counts as one additional Stand for the purposes of Seizing Objective Markers until the end of the Round.

Number of Stands: 1
Models per Stand: 1

INFERNO AUTOMATA**180 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Inferno Automata	Brute	Light	7	1	2	6	5	3	3	2
Special Rules:										
Aura of Death (4), Fearsome, Fluid Formation, Impact (2), Irregular										
Draw Event:										
None										
Number of Stands:										
3										
Models per Stand:										
1										
Additional Stand										
<i>55 points</i>										

**STEELFORGED****210 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Steelforged	Brute	Medium	6	1	3	4	5	4	4	1
Special Rules:										
Cleave (1), Fearsome, Impact (2)										
Draw Event:										
Flux-Powered										
Number of Stands:										
3 (including Command Stand with Leader)										
Models per Stand:										
1										
Additional Stand										
<i>65 points</i>										



HELLBRINGER DRAKE**200 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	
Hellbringer Drake	Monster	Medium	7	2	2	8	14	3	3	2	
Special Rules:		Barrage (10) (16", Armor Piercing (1)), Impact (5), Cleave (1), Terrifying (1)									
Draw Event:		Overcharge									
Number of Stands:		1									
Models per Stand:		1									

**IRONCLAD DRAKE****220 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	
Ironclad Drake	Monster	Heavy	7	1	3	12	17	4	3	2	
Special Rules:		Cleave (2), Relentless Blows, Impact (6), Terrifying (2), Unstoppable, Brutal Impact (2)									
Draw Event:		None									
Number of Stands:		1									
Models per Stand:		1									



Aghm is Eternal: Friendly Character and Command Stands within 8" of this Regiment count as if they had the Flurry 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.

Exemplar

While this Officer is present, this Regiment adds +1 to their Resolve Characteristic and the Regiment's Command Stand adds +2 to its Attacks Characteristic. In addition, currently attached Character Stands add +1 to its Defense Characteristic during a Duel Action.

Flamecaster

While this Officer is present, this Regiment gains the Torrential Fire Special Rule.

Herald of Fire

While this Officer is present, this Regiment adds +1 to its Attacks Characteristic. A Tempered Sorcerer's School of Fire Spells may Target Enemy Regiment, this Regiment is currently in contact with, to be the Target of these Spells regardless of the Spell's Range or the Spellcaster's Line of Sight.

Herald of Magma

While this Officer is present, this Regiment gains the Aura of Death (4) Special Rule. In addition, pieces of Zonal or Garrison Terrain this Regiment is currently within or currently Occupying counts as **Erupting**. This Regiment does not take Hits as a result of a Spell from the School of Magma cast from a friendly Character Stand.

Herald of Stone

While this Officer is present, this Regiment gains the Hardened (+1) Special Rule to a maximum of Hardened (2).

Mnemancer Apprentice

While this Officer is present, this Regiment gains the Fearless Special Rule. When this Regiment's Command Stand challenges an Enemy Character Stand to a Duel as part of a Duel Action, if the Target Enemy Character Stand declines then they suffer all usual negative effects of refusing a Duel and the Duel Action ends.

Overcharge: This Regiment gains access to the following Draw Event:

Overcharge: The Regiment places an Overcharge Marker besides its Stand(s). When the Regiment performs a Volley Action, the Regiment may discard any number of Overcharge Markers. For each Marker discarded this way, the Regiment gains the Barrage (+2) and Armor Piercing (+1) Special Rules until the end of the Round. This Regiment's Armor Piercing value may not exceed (2).

Character Stands currently attached to this Regiment do not gain the benefits of discarding Overcharge Markers.

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?

They broke the world and occasionally the game! Who remembers Eruption?

Dweghom are a straight-forward army, heavily armored, ill-tempered and always in a pursuit of Aghm! Dweghom Command Stands can call out enemy Characters to Duels and won't be Broken by anything but the most dedicated assailants.

Unlike the typical dwarven archetype Dweghom are potent Spellcasters wielding devastating magic and arcane firepower!

When leaning heavily on the Spellcasting side of the faction, every time a spell is cast you produce an Elemental Power Marker. You can exchange these markers to automatically count a single die roll as a success!

WHAT TO KEEP IN MIND

When playing Dweghom always make sure to remember:

- Dweghom forces can deploy a significant amount of ranged firepower, arguably the most powerful in the game!
- When selecting a School of magic for Dweghom Spellcasters make sure to include Heralds from similar schools in your list. These Heralds can greatly extend the range of your Spells and even enhance their effectiveness.