

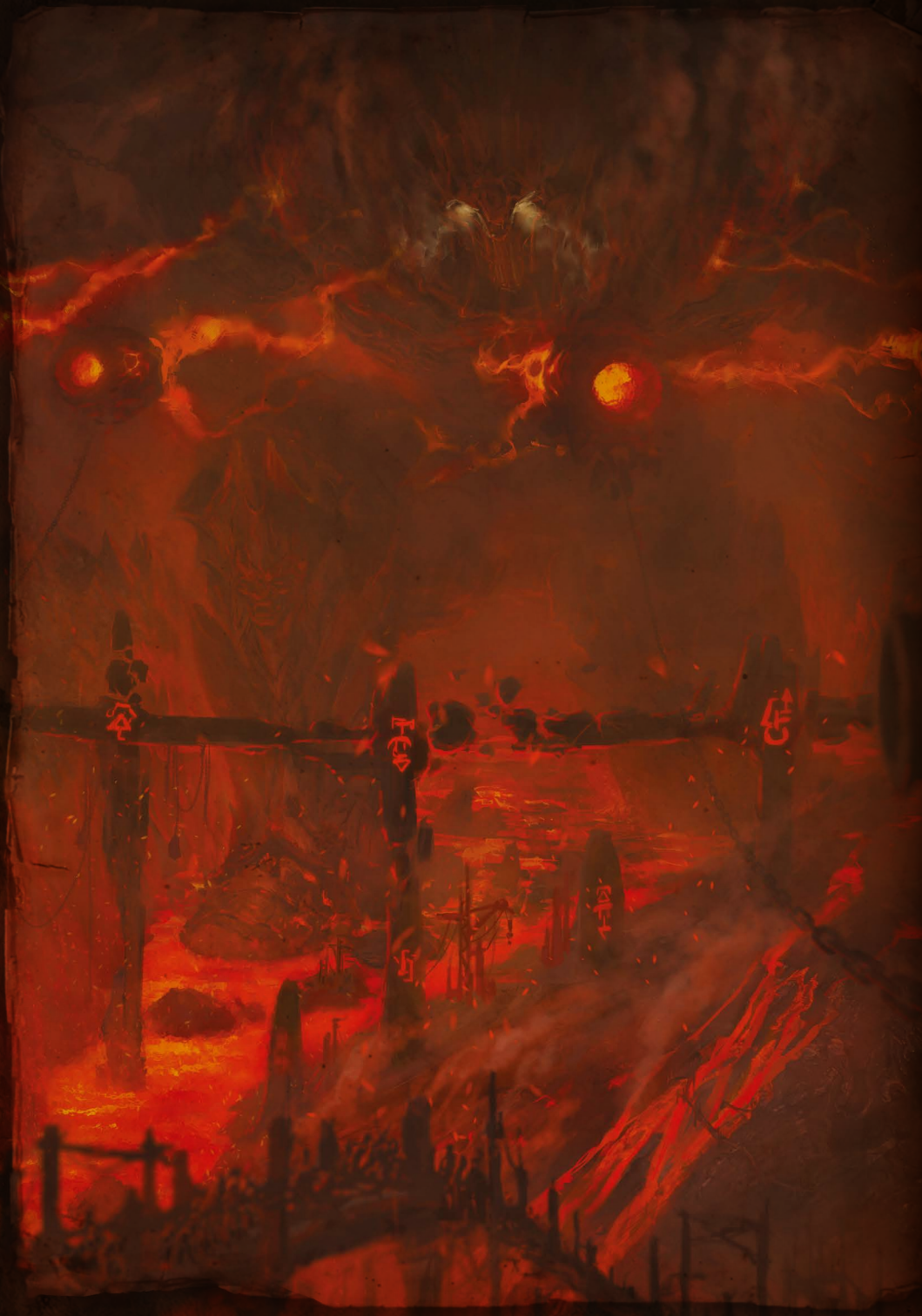
# CONQUEST

THE LAST ARGUMENT OF KINGS



## 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.



## 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 cause the Enemy Regiment to become Broken. If an Enemy Regiment is already Broken then the Character Stand attached to it, 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 and Indomitable 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
- A Hold Raegh may select either the Ardent Creed or the Tempered Creed.

### THE TEMPERED CREED:

**Elemental Potency:** Each time a Character Stand successfully performs a Spellcasting Action, gain an Elemental Power Marker and add it to an Elemental Power pool. Additionally, add one Elemental Power Marker to the Pool at the beginning of each Round's Supremacy Phase.

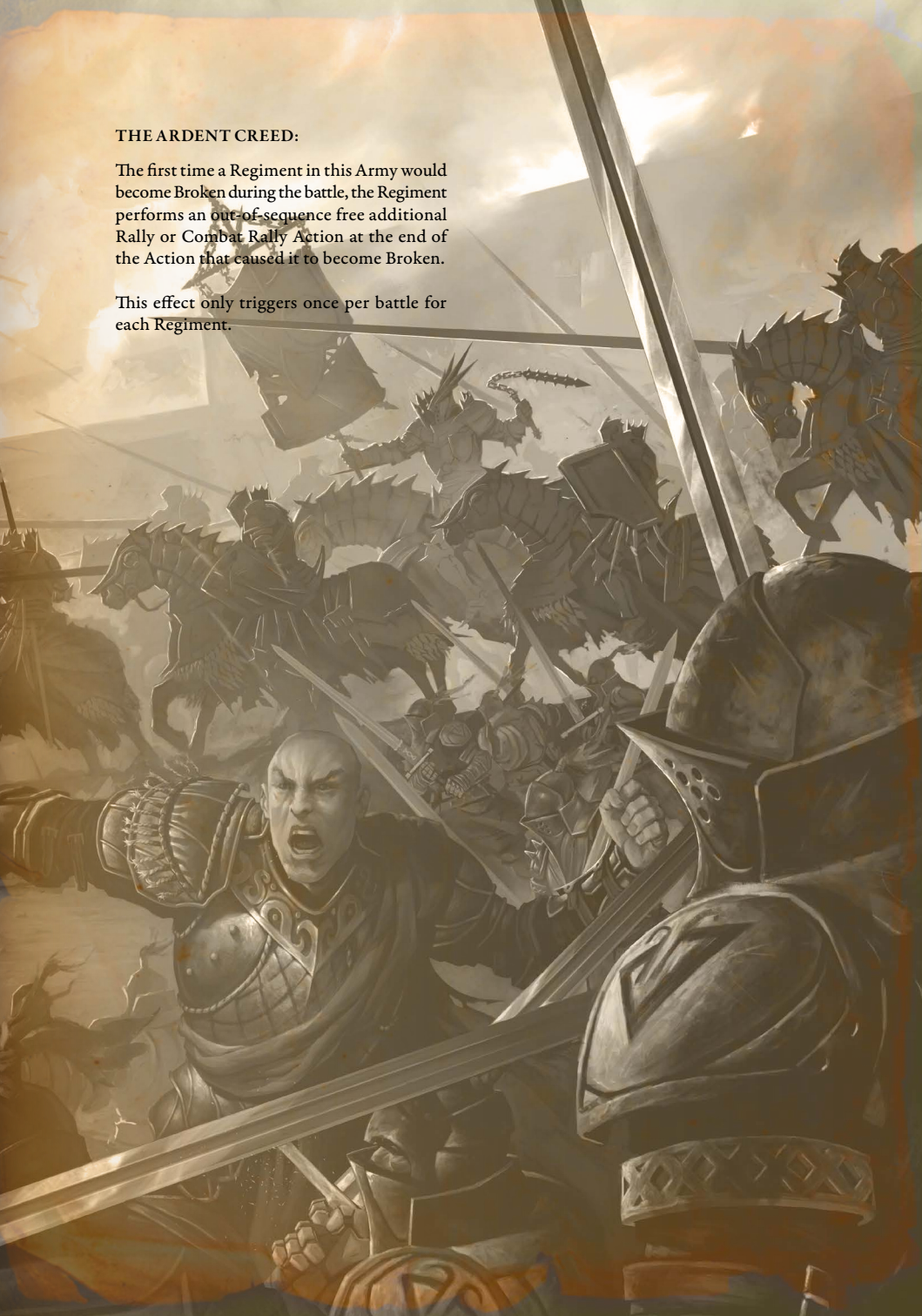
You may spend a Marker from the pool to automatically count as a success a single Defense, Clash or Morale Test die of any friendly Regiment or Character Stand. The Character Stand or Regiment may use as many Power Markers as there are available in the pool at any given time.

Using a Marker has to be declared before the Roll you wish to pass is made, then make the remaining Rolls.

### 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:** For the duration of the Battle, increase the March distance of all Friendly Regiments by 1" during their first March Action each Round. This Supremacy ability is always considered to be active.

In addition, once per battle, the Ardent Kerawegh can activate this Supremacy ability. All Friendly Command Stands add +2 to their Attacks Characteristic until the end of the Round.

### TEMPERED SORCERER

**Elemental Puissance:** 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. This Supremacy ability is always considered to be active.

### TEMPERED STEELSHAPER

**Living Metal:** Once per battle, immediately Heal each Friendly Regiment for 6 Wounds. Resolve each Regiment fully before moving onto the next.

### HOLD RAEGH

**In the Presence of Mnemancers:** For the duration of the Battle, All Command Stands in this Army add +1 to their Attacks Characteristic. This Supremacy ability is always considered to be active.



## CHARACTERS

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

### ARDENT KERAWEGH

80 POINTS

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

**Special Rules:** Priest (5)

**Draw Event:** None

**Number of Stands:** 1

**Models per Stand:** 1



#### Options:

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

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

*Dismay*

*Resolve*

#### Warband:

*Mainstay:*

*Hold Warriors*

*Hold Ballistae*

*Initiates*

*Wardens*

*Restricted:*

*Flame Berserkers*

*Magmaforged*

#### Retinue:

*Tactical*

*Available*

*Combat*

*Available*

*Arcane*

*Restricted*

#### Masteries:

*Tactical, Combat, Arcane*

**TEMPERED SORCERER****100 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Tempered Sorcerer	Infantry	Light	5	3	2	3	4	3	2	0

**Special Rules** Barrage (4) (16"), Wizard (6)**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  
 Stoneforged  
 Fireforged

*Restricted:* Inferno Automata  
 Hellbringer Drake

**Retinue:**

*Tactical* Restricted  
*Combat* Not Available  
*Arcane* Available

**Masteries:** *Tactical, Arcane*

**TEMPERED STEELSHAPER****85 POINTS**

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

**Special Rules:** Barrage (4) (18"), Wizard (5)**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 Steelshaper knows all the following Spells at no additional point cost.***Hone Blades**Unmake Armour**Temper Plate***Warband:**

*Mainstay:* Hold Warriors  
Hold Ballistae  
Stoneforged  
Fireforged

*Restricted:* Steelforged  
Magmaforged

**Retinue:**

Tactical Not Available  
Combat Restricted  
Arcane Available

**Masteries:** Combat, Arcane

**HOLD RAEGH****90 POINTS**

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

**Special Rules:** **Cleave (1)****Draw Event:** None**Number of Stands:** 1**Models per Stand:** 1**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, one Infantry Regiment 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**Retinue:**

*Tactical* *Restricted*  
*Combat* *Available*  
*Arcane* *Not Available*

**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 Hundred Kingdom Character Stands:

- Only Character Stands with the Wizard (X) or Priest (X) Special Rules may select an Arcane Character Upgrade.
- Only Character Stands possessing at least 1 Tier in the Tactical Category may select a Banner 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'** **30 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 be misinterpreted.*

The Regiment this Character Stand is currently attached to, gains the Bastion (+1) Draw Event 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 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.

**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.

**Flaming Weapon** **20 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.

## 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 (+1) Special Rule (to a maximum of 2).

**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 Mnemantic 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 ascendant 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 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 used 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 Mnemantic 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 (+1) Special Rule.

## CHARACTERS AND RETINUES

Retinue options are only available to Infantry Character Stands. Certain Tiers of Retinue upgrades can only be reached by certain Character Stands. Unless otherwise specified, you need to have obtained all previous Retinue Tiers from a category in order to obtain the Tier you wish. Example: *To obtain Tier 2 in a Retinue, you must first have purchased Tier 1 in that same Retinue etc.*

Not every Character Stand has access to all categories of Retinues. Those allowed will be clearly stated in the relevant Army List Entry, with the indication of either “Available” or “Restricted.” The Character Stand selects Tiers freely from any category it has Available, while they may only reach Tier 2 on the Restricted categories. In addition, purchasing a Tier from a Restricted category will cost double the points indicated.

Tier	Tactical	Combat	Arcane
1	The Regiment this Character Stand is currently attached to, gains the Indomitable Special Rule (10 points).	The Character Stand adds +1 to its Wounds Characteristic. (10 points)	The Character Stand gains the Wizard (+1) or Priest (+1) Special Rule. (10 points)
2	The Character Stand may purchase an additional Character Upgrade (Relic) at its indicated point cost. (10 point)	The Character Stand adds +1 to its Attacks Characteristic. (15 points)	The Character Stand counts a Regiment as 2 less Stands for the purposes of Scaling. (20 points)
3	The Regiment this Character Stand is currently attached to gains the Flank Special Rule. (10 points)	The Character Stand adds +1 to its Clash Characteristic. (20 points)	The Character Stand always treats one failed Spellcasting die as a success when performing a Spellcasting Action. (15 points)





## 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

Requires Tactical Retinue Tier 2. 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

Requires Combat Retinue Tier 3. For the duration of the battle, 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.

#### **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

#### **Magus** 30 points

This Character Stand reduces the number of additional successes it requires due to Scaling by -1, to a minimum of 0.

#### **Flaming Oratory** 30 points (Ardent Kerawegh Only)

The Regiment this Character Stand is currently attached to gains the Bastion (1) Draw Event.

#### **Focused** 15 points

Requires Arcane Retinue Tier 3. The Character Stand may Re-Roll two failed Spellcasting die Rolls when performing Spellcasting Actions.

#### **Lava Shots** 10 points

Character Stands with the Wizard (X) Special Rule, gain the Precise Shot Special Rule.

**Hellbringer Sorcerer**                      **10 points**  
**(Tempered Sorcerer only, must have selected spells from the School of Fire only)**

This Mastery may be purchased multiple times. The Character Stand gains the Infernal Rider Special Rule and must choose to ride a Hellbringer Drake in their Warband. Furthermore, the Hellbringer Drake this Tempered Sorcerer is attached to now treats its Overcharge Special Rule as a Draw Event instead.

## SPELLS

*Some Character Stands can purchase Spells from the following list:*

### **TEMPERED SORCERER (FIRE SCHOOL)**

<b>Name</b>	<b>Range</b>	<b>Attunement</b>	<b>Effect</b>
Coruscation	16"	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 two Hits per success on Target Enemy Regiment. If at least three successes are scored, Flame Wall also inflicts one Hit for each file in the Target Regiment.

### **TEMPERED SORCERER (EARTH SCHOOL)**

<b>Name</b>	<b>Range</b>	<b>Attunement</b>	<b>Effect</b>
Roots of Stone	10"	3 (Scaling)	Target Regiment Receives +2 Defense but cannot perform a March, Charge, Reform, Combat Reform or Withdraw Actions until end of Round.
Broken Ground	14"	3	Target Regiment cannot perform Impact Attacks on its next Charge.
Rock Shaping	14"	3	Nominate a Garrison Terrain feature within range. You may increase or decrease its Defense Value by 1.

### **TEMPERED SORCERER (MAGMA SCHOOL)**

<b>Name</b>	<b>Range</b>	<b>Attunement</b>	<b>Effect</b>
Eruption	10"	3 (Scaling)	Nominate a Stand of the Target Enemy Regiment that is within range. Then, all Regiments (Friendly and Enemy) within 6" of that Stand suffer 1 Hit for each of their Stands within that distance. All Hits suffered from Eruption have the Armor Piercing (1) Special Rule. Measure distance to each Stand from the closest edge of the nominated Stand. These Hits are treated as being inflicted from the Flank of the Regiment.
Magmatic Seep	10"	3	Nominate a point on the Battlefield within range (even one beneath a Regiment). Everything within 3" of this Marker counts as Zonal Terrain with the Hindering Terrain Special Rule. The terrain feature remains until the end of Round.
Pyroclast	12"	3	Target piece of Garrisonable Terrain occupied by an Enemy Regiment, Enemy Regiments occupying it gain the Decay (4) Special Rule until the end of the Round.

### **TEMPERED STEELSHAPER**

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

### **ARDENT KERAWEGH**

<b>Name</b>	<b>Range</b>	<b>Attunement</b>	<b>Effect</b>
Resolve	12"	3 (Scaling)	Target Friendly Regiment loses its Broken status, as if it had used a Rally Action. The Target Regiment does not count as having been Activated as a result of this Spell.
Dismay	8"	2 (Scaling)	This Spell requires a number of successes equal to the lowest unmodified Resolve value (minimum of two successes) in the Target Regiment. Target Regiment becomes Broken. Should the Target Regiment have no Resolve value then two successes are required for the Spell to succeed. This Spell has no effect on Regiments that are already Broken.



## REGIMENTS

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

### FLAME BERSERKERS

170 POINTS

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

**Special Rules:**

**Aura of Death (1)**

**Draw Event:**

None

**Number of Stands:**

3 (including Command Stand with Leader)

**Models per Stand:**

4

**Additional Stand**

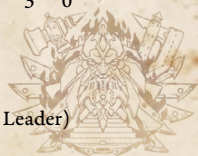
55 points

**Options:**

**Command Models and Officers**

*Standard Bearer*

20 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*

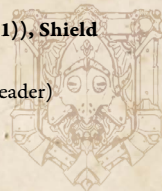
20 points

*Herald of Magma*

20 points

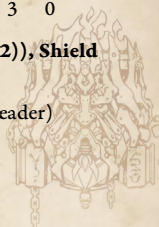
*Standard Bearer*

10 points

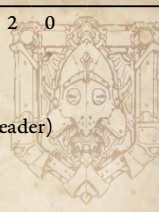


**FIREFORGED****180 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Fireforged	Infantry	Medium	5	2	2	3	5	4	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* 20 points*Standard Bearer* 10 points**HOLD WARRIORS****120 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**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* 20 points*Herald of Magma* 25 points*Exemplar* 15 points (An Exemplar may be taken in addition to any other Officer)*Standard Bearer* 10 points

**INITIATES****145 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Initiates	Infantry	Medium	5	1	2	3	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****180 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Wardens	Infantry	Medium	5	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)

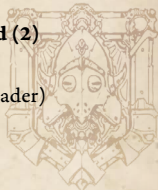
**Models per Stand:**

4

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

**DRAGONSLAYERS****200 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****180 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)**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* 25 points*Herald of Magma* 20 points*Standard Bearer* 15 points



**MAGMAFORGED****190 POINTS**

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

**Special Rules:****Aura of Death (2), Lethal Demise****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**15 points***STONEFORGED****200 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Stoneforged	Brute	Heavy	5	1	4	5	7	4	5	0

**Special Rules:****Fearless, Relentless Blows****Draw Event:**

None

**Number of Stands:**

3 (including Command Stand with Leader)

**Models per Stand:**

1

**Additional Stand***65 points***Options:**

## INFERNO AUTOMATA

180 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E
Inferno Automata	Brute	Light	8	1	3	4	5	3	3	2

**Special Rules:**

**Aura of Death (2), Fearsome, Fluid Formation, Impact (2), Irregular**

**Draw Event:**

None

**Number of Stands:**

3

**Models per Stand:**

1

**Additional Stand**

*55 points*



## STEELFORGED

200 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E
Steelforged	Brute	Medium	6	1	3	4	5	4	5	2

**Special Rules:**

**Cleave (1), Fearsome, Impact (2)**

**Draw Event:**

Flux-Powered

**Number of Stands:**

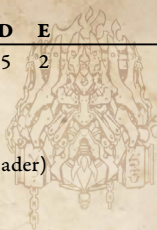
3 (including Command Stand with Leader)

**Models per Stand:**

4

**Additional Stand**

*65 points*



**HELLBRINGER DRAKE****180 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), Overcharge), Impact (5), Cleave (1), Terrifying (1)****Draw Event:**

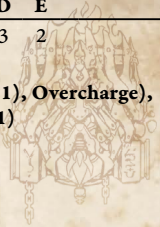
None

**Number of Stands:**

1

**Models per Stand:**

1

**IRONCLAD DRAKE****210 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Ironclad Drake	Monster	Heavy	7	1	3	13	14	4	4	2

**Special Rules:****Cleave (2), Impact (8), Relentless Blows, Terrifying (2), Unstoppable****Draw Event:**

None

**Number of Stands:**

1

**Models per Stand:**

1



## 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**

The Regiment adds +1 to its Resolve Characteristic. The Regiment's Command Stand adds +2 to its Attacks Characteristic. In addition, an attached Character Stand adds +1 to its Defense Characteristic during a Duel Action.

### **Flamecaster**

This Regiment gains the Torrential Fire Special Rule.

### **Herald of Fire**

This Regiment adds +1 to its Attacks Characteristic. The Regiment's Command Stand adds +2 to its Attacks Characteristic instead. In addition, an attached Character Stand adds +1 to its Clash Characteristic during a Duel Action.

### **Herald of Magma**

This Regiment gains the Aura of Death (2) Special Rule. In addition, an attached Character Stand adds +1 to its Attacks Characteristic during a Duel Action.

### **Herald of Stone**

This Regiment gains the Bastion (1) Draw Event.

### **Mnemancer Apprentice (One per Army)**

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 their Regiment becomes Broken and the Duel Action ends.







We are always evolving and expanding our Ruleset, follow this QR code and stay up to date.

