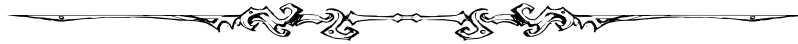


Green Dweggs and Spam	2000 / 2000
Dweghom	



<b>Tempered Sorcerer</b>								<b>1</b>	<b>135</b>
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Infantry
5	3	2	3	4	3	2	0	<b>Class</b>	
<b>Special Rules</b>				Barrage 5 (16"), Elemental Potency, Rider, Wizard 7					
<b>Supremacy Abilities</b>				Elemental Puissance					
<b>Options</b>									
<b>Spells</b>				Magma School(1)					
<b>Masteries</b>				Hellbringer Sorcerer					

<b>Fireforged</b>								<b>3</b>	<b>180</b>
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Infantry
5	2	2	3	5	3	3	0	<b>Class</b>	Medium
<b>Special Rules</b>				Barrage 4 (14", Armor Piercing 2), Shield					
<b>Command Models</b>				Leader					

<b>Hellbringer Drake</b>								<b>1</b>	<b>200</b>
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Monster
7	2	2	8	14	3	3	2	<b>Class</b>	Medium
<b>Draw Events</b>				Overcharge					
<b>Special Rules</b>				Barrage 10 (16", Armor Piercing 1), Cleave 1, Impact 5, Terrifying 1					

<b>Tempered Sorcerer</b>								<b>1</b>	<b>135</b>
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Infantry
5	3	2	3	4	3	2	0	<b>Class</b>	
<b>Special Rules</b>				Barrage 5 (16"), Elemental Potency, Rider, Wizard 7					
<b>Options</b>									
<b>Spells</b>				Magma School(1)					
<b>Masteries</b>				Hellbringer Sorcerer					

<b>Fireforged</b>								<b>3</b>	<b>180</b>
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Infantry
5	2	2	3	5	3	3	0	<b>Class</b>	Medium
<b>Special Rules</b>				Barrage 4 (14", Armor Piercing 2), Shield					
<b>Command Models</b>				Leader					

<b>Hellbringer Drake</b>								<b>1</b>	<b>200</b>
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Monster
7	2	2	8	14	3	3	2	<b>Class</b>	Medium
<b>Draw Events</b>				Overcharge					
<b>Special Rules</b>				Barrage 10 (16", Armor Piercing 1), Cleave 1, Impact 5, Terrifying 1					

<b>Ardent Kerawegh</b>								<b>1</b>	<b>150</b>
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Infantry
6	1	3	5	4	4	3	0	<b>Class</b>	
<b>Special Rules</b>				Moaghm Dohr!, Priest 6					
<b>Spells</b>				Dismay, Fear, Rancor, Resolve					
<b>Draw Events</b>				The Shattering					
<b>Options</b>									
<b>Relics</b>				Invocation of the Shattering					
<b>Masteries</b>				Flaming Oratory					

<b>Flame Berserkers</b>								<b>5</b>	<b>280</b>
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Infantry
6	1	3	6	5	5	3	0	<b>Class</b>	Light
<b>Special Rules</b>				Aura of Death 2					
<b>Command Models</b>				Leader					

<b>Initiates</b>								<b>3</b>	<b>145</b>
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Infantry
5	1	2	4	5	3	3	0	<b>Class</b>	Medium
<b>Special Rules</b>				Devout, Iron Discipline, Shield, Support 2					
<b>Command Models</b>				Leader					

Ardent Kerawegh								1	115
M	V	C	A	W	R	D	E	Type	Infantry
6	1	3	5	4	4	3	0	Class	
Special Rules				Moaghm Dohr!, Priest 6					
Spells				Dismay, Fear, Rancor, Resolve					
<b>Options</b>									
Masteries				Focused					

Flame Berserkers								5	280
M	V	C	A	W	R	D	E	Type	Infantry
6	1	3	6	5	5	3	0	Class	Light
Special Rules				Aura of Death 2					
Command Models				Leader					

# Rules

## Armor Piercing X

When a Stand with this Special Rule performs a Volley or Spellcasting Action, any Hits caused by those attacks reduce the Target Regiment's Defense by X. E.g. A Stand with Armor Piercing (2) would reduce the Target's Defense by 2 during Defense Rolls from its Volley Action.

## Aura of Death X

When an Enemy Regiment Activates and is in contact with a Stand with this Special Rule, that Regiment suffers a number of Hits, equal to X, for each Stand with this Special Rule it is in contact with. Wounds resulting from these Hits do not trigger Morale Tests. These Hits are resolved at the beginning of the "Draw Command Card" step, after the Active Player has declared which Regiment the Command Card will Activate, before resolving any Draw Events, or deciding to be "Unable/Unwilling to Act". This Special Rule does not trigger at the "Draw Command Card" step of a Character Stand's Activation.

Should the Regiment be destroyed by this Special Rule before the "Resolve Draw Event" step, then the Active Player discards the Command Card and may Draw their next Command Card and perform Actions with it. Regiments Occupying Garrison Terrain are not affected by the Aura of Death (X) Special Rule. Similarly, a Regiment Occupying Garrison Terrain does not inflict Aura of Death Hits to Enemy Regiments Engaging it.

## Barrage X

A Stand with this Special Rule contributes X Shots when its Regiment performs a Volley Action. The Range, as well as any Special Rules, are given in a second set of parentheses after the Barrage (X) Special Rule. E.g. Barrage (4) (24", Armor Piercing (1)) indicates that the Stand has a Barrage Special Rule with 4 Shots, a 24" Range and the Armor Piercing (1) Special Rule. If a Stand has multiple Barrage (X) profiles, you must choose one of them to use.

## Cleave X

When a Stand with this Special Rule performs a Clash or Duel Action, any Hits caused by those Attacks reduce the Target's Defense by X for the purposes of making Defense Rolls against those Attacks.

## Devout

When a Regiment with this Special Rule is the Target of a Priest (X)'s Spellcasting Action, one failed Spellcasting die is converted to a success. If the Regiment has a Character Stand attached to it with this Special Rule, then the Regiment also counts as having "Devout" for as long as the Character Stand remains attached to it.

## Dismay

**Range:** 12"    **Attunement:** 3

Target Enemy Regiment suffers a -1 to its Resolve Characteristic until the end of the Round.

## 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.

## 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.

## Fear

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

Target Enemy Regiment cannot Seize Objective Zones until the end of the Round.

## Flaming Oratory

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

## Tenacious

Whenever this Regiment makes a Defense Roll, treat one failed die Roll as a success. Character Stands do not benefit from this Special Rule

during Duels unless they have this Special Rule.

## **Focused**

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.

## **Hellbringer Sorcerer**

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.

## **Rider**

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

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

## **Impact X**

Stands with this Special Rule perform Impact Attacks equal to X where X is the value of the Impact (X) Special Rule.

## **Invocation of the Shattering**

The Character Stand gains the following Draw Event: The Shattering.

## **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.

## **Iron Discipline**

When this Regiment is Engaged or suffers Wounds from the Sides or Rear, it does not lose the Support (X) Special Rule and does not Re-Roll successful Morale Tests.

## **Leader**

A Command Stand containing a Leader adds +1 Attack to the Command Stand's Characteristic Profile. If the Command Stand has the Barrage (X) Special Rule, then it also increases the Command Stand's Barrage (X) value by +1.

## **Magma School**

### **Eruption**

**Range:** 8" **Attunement:** 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**

**Range:** 8" **Attunement:** 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**

**Range:** 8" **Attunement:** 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.

## **Moaghm Dohr!**

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

## **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.

### **Priest X**

This Regiment or Character Stand can perform the Spellcasting Action during its Activation. The X value is this Stand's Magic Level. If the Regiment or Character Stand does not have any Spells available, then it only counts toward Enemy Interference.

### **Rancor**

**Range:** 12" **Attunement:** 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.

### **Resolve**

**Range:** 12" **Attunement:** 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. In addition, the Regiment gains the Inspired Special Rule until the end of the Round.

### **Inspired**

Stands in this Regiment, including Character Stands, add +1 to their Clash Characteristic until the end of the Regiment's Activation. If this modifies the Clash Characteristic to a 5 or greater, they do not receive the +1 Clash but instead may Re-Roll unmodified Hit Rolls of "6". This Special Rule does not affect a Regiment's Clash Characteristic during Impact Attacks.

### **Rider**

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

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

### **Shield**

Stands in this Regiment, including Character Stands, count their Defense Characteristic as 1 point higher against all Hits originating from the Regiment's front Arc. Character Stands do not benefit from this Special Rule during Duels unless they have this Special Rule. A Regiment cannot make use of this Special Rule when Occupying Garrison Terrain.

### **Support X**

This Regiment's Stands contribute X Supporting Attacks during a Clash Action instead of 1. While a Regiment is engaged by enemy Regiments in its Flank or Rear, they lose the Support X Special Rule.

### **Terrifying X**

Regiments in contact with Stands with this Special Rule reduce their Resolve Characteristic by X, where X is the value in the Terrifying (X) Special Rule, for the purposes of making Morale Tests against Wounds taken from that Regiment.

### **The Shattering**

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

### **Flawless Strikes**

When a Stand with this Special Rule performs a Clash or Duel Action, all Hit Rolls of "1" count the Target's Defense as 0 for that Attack. Additional Hits generated by other Special Rules do not benefit from this Special Rule.

### **Wizard X**

This Regiment or Character Stand can perform the Spellcasting Action during its Activation. The X value is this Stand's Magic Level. If the Regiment or Character Stand does not have any Spells available, then it only counts toward Enemy Interference.