



The Ardent Flames	2000 / 2000
Dweghom	

### Warband 1

👑 Ardent Kerawegh								<b>1</b>	<b>130</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, Resolve, Fear, Rancor							
<b>Supremacy Abilities</b>		Righteous Annihilation							
<b>Options</b>									
<b>Relics</b>		Memory of Breath							
<b>Masteries</b>		Flaming Oratory							

Flame Berserkers						<b>Mainstay</b>	<b>5</b>	<b>290</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), Unstoppable							
<b>Command Models</b>		Leader							
<b>Options</b>									
<b>Command Models</b>		Standard Bearer							

Wardens						<b>Mainstay</b>	<b>3</b>	<b>205</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	4	3	0	<b>Class</b>	Medium
<b>Special Rules</b>		Cleave (1), Devout, Fearless, Unstoppable							
<b>Command Models</b>		Leader							
<b>Options</b>									
<b>Command Models</b>		Standard Bearer							

<b>Wardens</b>						<b>Mainstay</b>		<b>3</b>	<b>205</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	4	3	0	<b>Class</b>	Medium
<b>Special Rules</b>		Cleave (1), Devout, Fearless, Unstoppable							
<b>Command Models</b>		Leader							
<b>Options</b>									
<b>Command Models</b>		Standard Bearer							

<b>Hold Ballistae</b>						<b>Mainstay</b>		<b>4</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	1	4	5	2	2	0	<b>Class</b>	Light
<b>Special Rules</b>		Barrage (3) [18", Armor Piercing (1)], Shield							
<b>Command Models</b>		Leader							

### Warband 3

<b>Hold Raegh</b>								<b>1</b>	<b>110</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	4	5	5	4	4	0	<b>Class</b>	-
<b>Special Rules</b>		Cleave (1), Aghm to be Gained!, Relentless Blows							
<b>Options</b>									
<b>Masteries</b>		Fuelled by the Furnace							
<p>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.</p>									

<b>Hold Thanes</b>						<b>Mainstay</b>		<b>4</b>	<b>270</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	3	4	5	3	3	0	<b>Class</b>	Heavy
<b>Special Rules</b>		Cleave (1), Shield, Hardened (1), Unstoppable							
<b>Command Models</b>		Leader							
<b>Options</b>									
<b>Command Models</b>		Standard Bearer							

<b>Hold Warriors</b>						<b>Mainstay</b>		<b>3</b>	<b>130</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	2	2	0	<b>Class</b>	Medium
<b>Special Rules</b>			Shield						
<b>Command Models</b>			Leader						

<b>Dragonslayers</b>						<b>Restricted</b>		<b>3</b>	<b>240</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	0	4	5	6	4	3	0	<b>Class</b>	Heavy
<b>Special Rules</b>			Cleave (3), Fiend Hunter, Hardened (2), Unstoppable						
<b>Command Models</b>			Leader						
<b>Options</b>									
<b>Command Models</b>			Standard Bearer						

<b>Dragonslayers</b>						<b>Restricted</b>		<b>3</b>	<b>240</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	0	4	5	6	4	3	0	<b>Class</b>	Heavy
<b>Special Rules</b>			Cleave (3), Fiend Hunter, Hardened (2), Unstoppable						
<b>Command Models</b>			Leader						
<b>Options</b>									
<b>Command Models</b>			Standard Bearer						

# Rules

## **Aghm to be Gained!**

A Hold Thanos Regiment this Character Stand is currently attached to gains the Flank Special Rule.

## **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.

## **Fear**

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

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

## **Fearless**

A Regiment with this Special Rule ignores the effects of the Fearsome and Terrifying (X) Special Rules. If a Character Stand has this Special Rule, then it does not apply it to the rest of the Regiment and only benefits from this Special Rule as part of a Duel Action.

## **Fiend Hunter**

Stands with this Special Rule may Re-Roll all failed Hit Rolls against Monster and Brute Regiments.

## **Flaming Oratory**

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

## **Fuelled by the Furnace**

This Character Stand gains the Relentless Blows Special Rule.

## **Hardened X**

When this Regiment makes a Defense Roll, reduce any Cleave (X), Brutal Impact (X) or Armor Piercing (X) Special Rule by the value of Hardened (X) when resolving that Defense Roll. Character Stands do not benefit from this Special Rule during Duels unless they have this Special Rule.

## **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.

## **Memory of Breath**

The Regiment this Character Stand is currently attached to, gains the Aura of Death (+1) Special Rule.

## **Moaghm Dohr!**

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

## **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.

## **Relentless Blows**

When a Stand with this Special Rule performs a Clash or Duel Action, each Hit Roll of "1" causes an additional automatic Hit on the Target. This additional Hit does not benefit from any Special Rules that trigger during the "Roll to Hit" step.

## **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.

## **Righteous Annihilation**

For the duration of the Battle, all Friendly Command Stands add +2 to their Attacks Characteristic. This Supremacy Ability is always considered to be Active regardless of whether the Character Stand is currently on the Battlefield or having been destroyed. In addition, once per battle, the Ardent Kerawegh can activate this Supremacy ability. All Friendly Regiments add +2" to their Charge Distance when they Charge an Enemy Regiment that is within range of an Objective Zone.

## **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.

## **Standard Bearer**

A Regiment with a Standard Bearer gains the Unstoppable Special Rule. In addition, the Standard Bearer adds +1" to the Regiment's and currently attached Character Stand's March Characteristic on the second March Action the Regiment performs during its Activation until the end of that March Action.

## **Unstoppable**

This Regiment may Re-Roll failed Charge Rolls.