



Karazi - better lucky than good	1995 / 2000
Dweghom	

Warband 1

👑 Tempered Sorcerer								1	150
M	V	C	A	W	R	D	E	Type	Infantry
5	3	2	3	4	3	2	0	Class	-
Special Rules			Barrage (5) [16"], Wizard (7), Rider, Elemental Potency						
Supremacy Abilities			Elemental Puissance						
Options									
Relics			Graft of Fire						
Spells			Fire School						
Masteries			Hellbringer Sorcerer						

Fireforged						Mainstay		3	190
M	V	C	A	W	R	D	E	Type	Infantry
5	2	2	3	5	3	3	0	Class	Medium
Special Rules			Barrage (4) [14", Armor Piercing (2)], Shield, Unstoppable						
Command Models			Leader						
Options									
Command Models			Standard Bearer						

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

Warband 3

Hold Raegh								1	140
M	V	C	A	W	R	D	E	Type	Infantry

5	1	4	5	5	4	4	0	Class	-
Special Rules			Cleave (3), Aghm to be Gained!						
Options									
Relics			Draegbhrud						
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.									

Initiates						Mainstay		6	290
M	V	C	A	W	R	D	E	Type	Infantry
5	1	2	4	5	3	3	0	Class	Medium
Special Rules			Devout, Shield, Iron Discipline, Support (2), Unstoppable						
Command Models			Leader						
Options									
Command Models			Standard Bearer						

Dragonslayers						Restricted		3	240
M	V	C	A	W	R	D	E	Type	Infantry
5	0	4	5	6	4	3	0	Class	Heavy
Special Rules			Cleave (3), Fiend Hunter, Hardened (2), Unstoppable						
Command Models			Leader						
Options									
Command Models			Standard Bearer						

Warband 4

Ardent Kerawegh								1	120
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, Resolve, Fear, Rancor						
Options									
Masteries			Flaming Oratory						

Flame Berserkers						Mainstay		3	180
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), Unstoppable							
Command Models		Leader							
Options									
Command Models		Standard Bearer							

Warband 5

Tempered Sorcerer								1	155
M	V	C	A	W	R	D	E	Type	Infantry
5	3	2	3	4	3	2	0	Class	-
Special Rules		Barrage (5) [16"], Wizard (7), Elemental Potency							
Options									
Spells		Fire School							
Masteries		Focused							

Fireforged						Mainstay		3	190
M	V	C	A	W	R	D	E	Type	Infantry
5	2	2	3	5	3	3	0	Class	Medium
Special Rules		Barrage (4) [14", Armor Piercing (2)], Shield, Unstoppable							
Command Models		Leader							
Options									
Command Models		Standard Bearer							

Hold Ballistae						Mainstay		3	140
M	V	C	A	W	R	D	E	Type	Infantry
5	2	1	4	5	2	2	0	Class	Light
Special Rules		Barrage (3) [18", Armor Piercing (1)], Shield							
Command Models		Leader							

Rules

Aghm to be Gained!

A Hold Thanes 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.

Draegbhrud

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

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.

Fiend Hunter

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

Fire School

Coruscation

Range: 14" **Attunement:** 4

Inflicts one Hit per success on Target Enemy Regiment.

Fireball

Range: 14" **Attunement:** 3

Inflicts one Hit per success on Target Enemy Regiment. These Hits have the Armor Piercing (2) Special Rule.

Flame Wall

Range: 8" **Attunement:** 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.

Flaming Oratory

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

Graft of Fire

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.

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.

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.

Impact X

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

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.

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.

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.

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.

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.

Unstoppable

This Regiment may Re-Roll failed Charge Rolls.

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.

Army Rules

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 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

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.