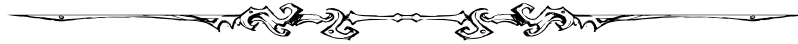




<b>Dweghom</b>	<b>700 / 700</b>
Dawei 700 v1	

<b>Characters</b>	1	<b>Light Regiments</b>	1	<b>Medium Regiments</b>	2	<b>Heavy Regiments</b>	1
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<b>Hold Raegh</b>								<b>1</b>	<b>80</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	6	4	5	4	0	<b>Class</b>	Heavy
<b>Special Rules</b>				Character, Cleave 1					
<b>Supremacy Abilities</b>				The Enduring Mountain					
<b>Draw Events</b>				Turn the Tide					

<b>Hold Warriors</b>						<b>Mainstay</b>	<b>3</b>	<b>120</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	1	1	2	2	0	<b>Class</b>	Medium
<b>Special Rules</b>				Shield					

<b>Hold Warriors</b>						<b>Mainstay</b>	<b>3</b>	<b>120</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	1	1	2	2	0	<b>Class</b>	Medium
<b>Special Rules</b>				Shield					

<b>Hold Ballistae</b>						<b>Mainstay</b>	<b>3</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
5	2	1	1	1	2	2	0	<b>Class</b>	Light
<b>Special Rules</b>				Armor Piercing 1, Barrage 1 (24"), Shield					

<b>Dragonslayers</b>						<b>Restricted</b>	<b>3</b>	<b>230</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	1	1	4	4	2	<b>Class</b>	Heavy
<b>Special Rules</b>				Cleave 4					

# Rules

## **Armor Piercing X**

Enemy Regiments suffer a penalty to their Defence against Ranged Attacks with this special rule equal to the rule's attribute. E.g. A unit with Armor Piercing 2 would penalize its targets Defence by 2 points when defending against its Ranged Attacks.

## **Barrage X**

A Stand with this special rule contributes shots if its Regiment takes a Volley Action. The Range and number of shots of that Barrage are given in parentheses after the Barrage special rule, e.g. Barrage 2 (24") indicates that the Stand has a Barrage special rule with 2 shots and a 24" range. Thus, the Barrage Value would be multiplied by the number of models in the Stand to determine how many Ranged Attacks that Stand contributes to the Regiment. If your Stand has several Barrage proles, you may choose which one it uses.

## **Character**

A Stand with this special rule uses the rules for Characters.

## **Cleave X**

Enemy Regiments suffer a penalty to their Defence against melee attacks with this special rule equal to the rule's attribute.

## **Shield**

This Stand has +1 Defence against Volleys made by enemies within its front arc, and Strikes made by enemy Stands in contact to its front. If all non-character stands in a Regiment have this special rule, the entire Regiment is considered to have this special rule. This has no effect during Duel Actions.

## **The Enduring Mountain**

Your Regiments ignore one (1) point of Cleave or one (1) point of Armor Piercing from Enemy Attacks for the Turn this Supremacy Ability was activated.

## **Turn the Tide**

Choose a Regiment within 12" of the Character that has not yet acted this Turn. That Regiment takes its Actions. Once the Regiment has completed its Actions, the Character may take his or her Action. The next time a Command Card belonging to the chosen Regiment's type is drawn later in the turn, place it in the discard pile without the Regiment performing any Actions. It is now your Opponent's turn again.