



Milestone 1

Ancient enemies have mobilized and knocked on the doors of their great halls. The Dwaghom have not forgotten and will seek revenge. Gather your Hold, venture out and show true Dwaghom strength, claim the Aghm you deserve!

Products needed:

- 1x Raegh
- 1x Hold Warriors
- 1x Hold Ballistae
- 1x Thanos

The kits mentioned above will allow you to create a solid foundation on which to build your force or expand an existing one. It provides you with a solid foundation of Medium and Heavy Infantry supported by Armor-piercing bolts, that will form the core of most of your forces.

The list goes as follows:

Hold Raegh [80]: Warlord

- Hold Warriors (3) [120]
- Hold Ballistae (3) [150]
- Hold Thanos (3) [180]

The list's approach is a lot more straightforward than most other Faction's builds. The ultimate goal is to bring wave after wave of powerful warriors that will outfight and outlast your enemies. Between high Resolve and Defence values and the 'Enduring Mountain' Supremacy Ability your forces will stand their ground as firmly as the mountains they came out of.

You can learn more about how the Warriors and Ballistae can be used in your forces here

<https://www.para-bellum.com/regiment-spotlight-hold-warriors-ballistae/>

As the weeks go by we will see how the Dwaghom's unique abilities and spells will turn most fights to your favor!

Milestone 2

This week we are working towards expanding the range of tactics and abilities the Dweghom may implement to overcome their naturally slower-paced gameplay.

Products needed:

- 1x Ardent Kerawegh
- 1x Hold Warriors
- 1x Flame Berserkers

Ardent Kerawegh is an important piece for the Dweghom force. By casting Dismay, you Break an enemy Regiment leaving them vulnerable to being Charged or Volleyed upon by enemy Regiments. Being able to Dismay an enemy and then Break them with a single Charge greatly turns the balance of battle to the Dweghom's favor as it keeps the Dweghom Regiments from being overrun from a more early-game oriented list.

This week's list goes as follows:

Hold Raegh [80]: Warlord

- Hold Warriors (6) [240]
- Hold Thanes (3) [180]

Ardent Kerawegh [130]: Dismay

- Flame Berserkers (3) [170]
- Hold Ballistae (3) [150]

The Kerawegh can either remain in the back in the Hold Ballistae Regiment or attempt a more risky approach by having him join the Berserkers and pull-off the devastating Dismay-Charge combo.

You can discover more about using these fiery Berserkers here!
<https://www.para-bellum.com/regiment-spotlight-flame-berserkers/>

Milestone 3

The first few weeks our goal is to expand our force's magical and abilities arsenal as much as we can before we start fleshing out the core of our force. This allows for an amount of flexibility in list building and allows us to experiment with different tactics and strategies.

Products needed:

- 1x Tempered Sorcerer
- 1x Inferno Automata

The Tempered Sorcerer is another powerful addition to your Dweghom arsenal. Apart from his powerful magic a Sorcerer's Warband also allows access to Regiments unique to the Character such as the Inferno Automata.



This week's list goes as follows:

Hold Raegh [80]: Warlord

- Hold Warriors (3) [120]
- Hold Thanes (3) [180]

Ardent Kerawegh [130]: Dismay

- Flame Berserkers (3) [170]
- Hold Warriors (3) [120]

Tempered Sorcerer [115]: Flame Wall

- Inferno Automata (3) [200]
- Hold Ballistae (3) [150]

To facilitate the Sorcerer's playstyle in the list we have rearranged the Warbands in such a way in order to have the Sorcerer on the table as soon as possible. His Volley 4 and 20" range make him a great addition to the Hold Ballistae that fire over the same distances whilst his Flame Wall ability allows for constant damage output to large anvil Regiments trying to overpower your front lines.

On the other hand, the fast moving Inferno Automata push enemy Reinforcement lines back and threaten Ranged Regiments. Once the yours and your enemies lines have clashed the Automata can proceed charging from the flanks dealing constant damage into enemy Regiments with a high Clash Value and their Aura of Death ability.

Milestone 4

Armed with the mightiest of weapons, these warriors of legend have not been stopped by dragons let alone enemy Regiments.

Products needed:

- 1x Dragonslayers

The Dragonslayers are an extremely potent melee specialist Regiment, that excel at annihilating high Defence Targets. With an incredibly strong Inspired Clash of 5 and Cleave 4, the Dragonslayers will do short work of most enemy Monsters and deny the Injury rolls of all but the most agile and enduring opponents.

This week's list goes as follows:

Hold Raegh [80]: Warlord

- Hold Warriors (3) [120]
- Hold Thanes (3) [180]
- Dragonslayers (3) [230]

Ardent Kerawegh [130]: Dismay

- Flame Berserkers (3) [170]
- Hold Ballistae (3) [165]: Leader

Tempered Sorcerer [115]: Flame Wall



- Inferno Automata (3) [200]
- Hold Warriors (3) [120]

Although the Dragonslayers can sustain insane amounts of punishment (Defence and Resolve of 4) they still only put out 4 Attacks per Stand. It is important to avoid enemy Regiments with Evasion, such as Vanguard Clones, as they will still take Injury Rolls and might eventually overcome them with 8 Attacks per Stand and aided by Essence Transfer.

On the other hand, no Jotnar or Abomination would be left alive having Dismay cast on them and then being Charged by a Regiment of Dragonslayers. Your opponents will very soon realize why it is that these warriors could bring down dragons!

Milestone 5

With a wide range of abilities in our arsenal, it is time to use our remaining points to flesh out the bulk of our list. This week we will focus on reinforcing our main two Regiments of Hold Warriors and get some extra Armor-Piercing fire support.

Products needed:

- 2x Hold Warriors
- 1x Hold Ballistae

Hold Warriors and Ballistae are the most important parts of a Dweghom Army, they provide a solid basis on which to hold the enemy Regiments until reinforcements arrive. No matter the enemy a strong Regiment of Hold Warriors supported by Ballistae fire will always be a force to be reckoned with.

This week's list goes as follows:

Hold Raegh [80]: Warlord

- Hold Warriors (6) [240]
- Hold Thanes (3) [180]
- Dragonslayers (3) [230]

Ardent Kerawegh [130]: Dismay

- Flame Berserkers (3) [170]
- Hold Ballistae (3) [165]: Leader

Tempered Sorcerer [115]: Flame Wall

- Inferno Automata (3) [200]
- Hold Warriors (6) [240]
- Hold Ballistae (3) [150]

With the core of your army solidified, the Warriors will act as enduring anvils when the majority of the enemy forces descent upon them. Make sure that your Supremacy Ability is active when the heaviest enemy forces arrive and gain all the Aghm you can get until the Dragonslayers and Thanes arrive to show who really is the toughest warrior!



Milestone 6

The drums of war have sounded and echoed in the deepest bowels of the Holds. Aghm and revenge is to be claimed, no Dweghom can be left uninterested even those that for aeons have been consumed into the study of the most primordial magic.

The Steelshaper is joining the fray, whether to crush or reshape no enemy encounters one and leaves unscathed.

Products needed:

- 1x Steelshaper

The Steelshaper is a potent support Character able to indirectly enhance the damage output of your Regiments either by enhancing them or hexing the enemy. To add the Steelshaper into the list we will have to re-arrange the Warbands and so this week's list goes as follows:

Hold Raegh [80]: Warlord

- Hold Warriors (6) [240]
- Hold Thanes (3) [180]
- Dragonslayers (3) [230]

Ardent Kerawegh [130]: Dismay

- Flame Berserkers (3) [170]
- Hold Ballistae (3) [165]: Leader

Tempered Sorcerer [115]: Flame Wall

- Inferno Automata (3) [200]
- Hold Ballistae (3) [150]

Tempered Steelshaper [100]: Temper Plate

- Hold Warriors (6) [240]

When fielding a Steelshaper there are three different abilities you may utilize depending on the tactics you are using and the overall list makeup. In this case we want the Steelshaper to be in the thick of the combat bolstering the Defenses of your Regiments allowing them to take on even the heaviest adversaries.

On one flank the Keraway will Dismay an enemy Regiment and the friendly supporting Regiments will shatter whereas in the other flank Unmake armor combined with Automata or Thanes will deal a serious blow even to the heaviest Regiments.

Total Products Needed:

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|--------------------------------------|---|
| • 1x Hold Raegh | • 1x Flame Berserkers |
| • 4x Hold Warriors | • 1x Tempered Sorcerer |
| • 2x Hold Ballistae | • 1x Inferno Automata |
| • 1x Hold Thanes | • 1x Dragonslayers |
| • 1x Ardent Kerawegh | • 1x Tempered Steelshaper |