## COGS halflings Malflings [1000]

Ej Grenadiers*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Regiment [110]	10	4+	-	4+	2	9	11/13	2	[105]
Relentless									[5]
Special Rules: Brutal(D3),Fly, Nimble	Special Rules: Brutal(D3),Fly, Nimble, Relentless Keywords: Halfling, Tinker								
Lrg Inf Regiment [105]	10	4+	-	4+	2	9	11/13	2	[105]
Special Rules: Brutal(D3),Fly, Nimble Keywords: Halfling, Tinker									
Lrg Inf Regiment [105]	10	4+	-	4+	2	9	11/13	2	[105]
Special Rules: Brutal(D3),Fly, Nimble Keywords: Halfling, Tinker									

Juggers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Horde [315]	8	3+	-	5+	4	32	20/22	3	[315]
Special Rules: Iron Resolve, Nimble, Spellward, Thunderous Charge(2) Keywords: Aralez, Halfling, Ravenous									

Harvester	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon (Chariot) 1 [140]	5	3+	-	4+	1	D6+8	13/15	3	[140]
Special Rules: Big Shield, Brutal, Cri	ushing Stren	gth(1),Thun	derous Chai	ge(1) <b>Key</b> u	vords: Halflii	ng, Ravenou	ıs, Tinker, T	roll	

Muster Captain on Winged Aralez	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Mon) 1 [225] Command (Blue(1))	10	3+	-	5+	1	7	14/16	5	[195] [30]

**Special Rules:** Command(Blue(1)), Crushing Strength(2), Fly, Inspiring, Iron Resolve, Nimble, Spellward, Thunderous Charge(1) **Keywords:** Aralez, Halfling, Ravenous

Total Units: Total Primary Core Points:

1000 (100.0%)

**Total Unit Strength:** 

12

Order	Cost	Phase	Description
Accuracy	1	Any	When the unit rolls to hit in Melee or at Range, it can re-roll one of the dice that failed to hit. A unit given this Order may not use the Blast Special Rule for this Turn.
Strength	1	Any	When the unit rolls to damage in Melee or at Range, it can re-roll one of the dice that failed to damage.
Endurance	2	Movement	The unit regains one point of damage it previously suffered.
Reposition	3	Movement	When issuing a Sidestep Order, this unit may instead use its full Speed. The unit may not use a ranged attack or be targeted by the Surge Spell this Turn.
Tactical Retreat	3	Movement	When issuing a Back Order, this unit may instead use its full Speed. The unit may not use a ranged attack or be targeted by the Surge Spell this Turn.
Channel Power	3	Ranged	Increase the (n) value of one non-Unique Spell by +1 until the end of the Turn
Far Spell	3	Ranged	Add 3" of Range to a single non Unique spell ranged attack until the end of the Turn.
Stubborn	5	Movement	The Unit loses its Wavered Status but remains disordered and cannot issue a charge or countercharge order this Turn.
Vigilance	6	Melee	The unit may, after rolling to hit and to damage in the Melee phase, discard all damage caused and start again. Roll to hit and to damage again. The second result stands. Rerolling in this way must take place before testing for Nerve or rolling any other attacks from other units in the same Melee
Silent Feet	4	Movement	Non-Titan unit only. This unit gains the Stealthy Special Rule until the start of its following Turn.
Low Blows	4	Movement	This unit gains the Thunderous Charge (+1) Special Rule until the end of the Turn.

Special Rule	Description
Big Shield	All attacks (Ranged and Melee) against the target unit's front facing treat its defence as 6+.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal

	(n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use.
Command	Units with this Special Rule add a number of dice when creating a Command Pool. For example, a unit with the Command (Red (1)) rule would add one Red Command Dice when rolling to create a Command Pool as long as they have not been routed.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Fly	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. This includes Difficult Terrain the unit started in. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
Inspiring	If this unit, or any Friendly Core unit within 6inches of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its Inspiring rule. In this case the unit will only Inspire itself and the unit(s) specified.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains (n) points of damage previously suffered to a maximum of 3. If no value is specified, the unit has Iron Resolve (1).
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
Relentless	Once per game, when attacking a unit in melee that currently has at least one point of damage, the unit may reroll up to 3 of the dice that failed to hit.
Spellward	All spells, both Friendly and Enemy, targeting this unit suffer a -1 to hit modifier. Note that rolls of natural unmodified 6s still always hit.
Thunderous Charge	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's Crushing Strength (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).