Cogs Rhordia 1995



League of Rhordia [1995]

Dogs of War	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [240]	5	4+	-	5+	4	30	20/22	2	[175]
The Shields of Hetronburg									[65]
Special Rules: Ensnare, Phalanx Ke	ywords: Hu	man, Merce	naries						
Inf Horde [285]	5	3+	-	4+	4	30	20/22	2	[175]
Indomitable Will									[10]
The Razors of Berlonviche									[60]
Brew of Strength									[40]
Special Rules: Indomitable Will, Elite, Phalanx, Crushing Strength(1) Keywords: Human, Mercenaries									

Knights	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [205]	8	3+	-	5+	3	16	14/16	3	[190]
Blood of the Old King									[15]
Special Rules: Headstrong, Thunder	ous Charge	(2) Keyword	ds: Human,	Knight					

Mounted Scouts*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop [100]	9	4+	5+	3+	1	7	10/12	3	[100]
Shortbows (18", Steady Aim)									
Special Rules: Nimble Keywords: H	luman								
Cav Troop [100]	9	4+	5+	3+	1	7	10/12	3	[100]
Shortbows (18", Steady Aim)									
Special Rules: Nimble Keywords: H	luman								

Honour Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde [265]	7	3+	-	5+	3	18	16/18	4	[240]
Indomitable Will									[10]
Sir Jesse's Boots of Striding									[15]
Special Rules: Crushing Strength(1).	Iron Resolve	e. Thundero	us Charge(2	2).Indomitab	le Will Kevw	ords: Arale	ez. Human		

_Volley Gun	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
WE 1 [80]	5	-	5+	4+	0	12	9/11	2	[80]
Volley Gun (24", Piercing(2),Reload)									
Keywords: Artillery, Human									
WE 1 [80]	5	-	5+	4+	0	12	9/11	2	[80]
Volley Gun (24", Piercing(2),Reload)									
Keywords: Artillery, Human									

Battle Shrine [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon (Chariot) 1 Spellcaster 0 [150]	5	4+	-	5+	1	6	-/14	4	[150]
Lightning Bolt (6)									[0]
Special Rules: Crushing Strength(1)	,Rallying(2) I	Keywords:	Human, Shr	rine					

Duke	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 [125]	8	3+	-	5+	0	5	12/14	3	[85]
Horse Mount									[35]
Blade of Slashing									[5]
Special Rules: Command, Crushing	Strength(1).	Individual, N	Mighty, Very	Inspiring K e	eywords: Hu	ıman			

Army Standard Bearer	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [75]	5	5+	-	4+	0	1	9/11	2	[50]
Lute of Insatiable Darkness									[25]
Bane Chant (2)									
Special Rules: Aura(Life Leech (+2)	- Infantry on	ly),Commar	nd, Individua	l, Very Inspi	ring Keywo i	'ds: Human			

Wizard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 Spellcaster 1 [115]	10	5+	-	4+	1	1	10/12	4	[30]
Pegasus Mount									[35]
Conjurer's Staff									[10]
Lightning Bolt (3)									[20]
Bane Chant (2)									[20]
Special Rules: Fly, Nimble Keyword	is: Human								

Duke Hetronburg [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 [175]	8	3+	-	5+	1	7	14/16	4	[175]
Special Rules: Command, Crushing	Strength(2),	Iron Resolve	e, Nimble, R	allying(2 - C	Cavalry only),	Thunderous	Charge(1),	Very Inspirir	ng
Keywords: Aralez, Human									

13 1995 (100.0%) **Total Unit Strength: Total Units:** 19

Total Primary Core Points:

Special Rule	Description
Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
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.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
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.
Headstrong	If a unit with this rule begins its turn Wavering, roll a die before declaring a Movement order (including Halt) for this unit. On a 3+ it shrugs off the effects of Wavering and is Disordered instead. Adjust any counters on the unit as required.
Individual	See the Rules Chapter for Individuals
Indomitable Will	Once per game, during your turn, you may choose to make the unit Fearless and gain the Inspiring (Self) special rule. Both of these last until the start of your next turn. In addition, if this unit is currently Wavered it becomes Steady. The unit's Indomitable Will is then depleted and cannot be used again for the remainder of the game.
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).
Mighty	Individuals with the Mighty special rule are no longer Yielding.
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.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout nerve value to a maximum of +2. This is cumulative if multiple units with Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1),its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.

Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phas	e.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.	
Thunderous Charge	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in Crushing Strength (if any). However, the unit loses this bonus when Disordered and reduces thi Hindered (to a minimum of zero).	
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that affect affects Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule affects Inspiring (Self).	
Spell	Description	Special Rules
Bane Chant Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.	
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
Artefact	Description	
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.	
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to h	it.
Blood of the Old King	Once per game, the unit gains Elite (Melee) and Vicious (Melee) for one Turn. This must be decrolls any attacks.	clared before the unit
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Tu	ırn.
Lute of Insatiable	The unit gains the Bane Chant (2) spell.	

The unit gains the Crushing Strength (+1) special rule.

Darkness

Brew of Strength