

COGS of War - No Siege Breakers?!?!?

1995 / 1995 VALID

Ogres [1995]

Red Goblin Sharpsticks*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [160]	5	5+	-	4+	3	30	19/21	2	[140]
Hammer of Measured Force									
<i>Special Rules: Phalanx</i> Keywords: Goblin									

Hunters	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [235]	7	3+	-	4+	3	18	15/17	3	[220]
Helm of Confidence									
<i>Special Rules: Brutal, Crushing Strength(1), Ensnare, Pathfinder, Slayer(Melee D3), Inspiring(Self)</i> Keywords: Ogre, Tracker, Merc									

Boomers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [230]	6	4+	4+	4+	3	18	15/17	3	[230]
Boomstick (12", Piercing(1), Steady Aim)									
<i>Special Rules: Brutal, Crushing Strength(1)</i> Keywords: Ogre, Merc									

Warriors	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [215]	6	3+	-	5+	4	18	15/17	3	[200]
Orb of Towering Presence									
<i>Special Rules: Brutal, Crushing Strength(1)</i> Keywords: Ogre, Merc									
Lrg Inf Horde [200]	6	3+	-	4+	3	18	15/17	3	[200]
Two-handed Weapons									
<i>Special Rules: Brutal, Crushing Strength(2)</i> Keywords: Ogre, Merc									

Red Goblin Scouts*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop [100]	10	4+	-	4+	1	7	10/12	3	[100]
<i>Special Rules: Nimble, Thunderous Charge(1), Vicious(Melee)</i> Keywords: Beast, Goblin									

Giant	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [225]	7	4+	-	5+	2	D6+8	18/20	6	[225]
Giant Cleaver									
<i>Special Rules: Brutal, Crushing Strength(4), Fury, Strider, Slayer(Melee D6)</i> Keywords: Giant									

Red Goblin Slasher	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [225]	7	3+	5+	5+	2	10	16/18	6	[210]
Aura (Fury - Goblin only)									
Sharpstick Thrower (36", Att: 2, Blast(D3), Piercing(2), Steady Aim)									
<i>Special Rules: Crushing Strength(2), Strider, Aura(Fury - Goblin Only)</i> Keywords: Beast, Goblin									

Ogre Warlock	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 Spellcaster 1 [120]	6	4+	-	4+	1	2	12/14	3	[75]
Lightning Bolt (3)									
Drain Life (5)									
<i>Special Rules: Brutal, Command, Crushing Strength(1), Inspiring, Nimble, Ogre Warlock</i> Keywords: Berserker, Ogre									
Hero (Lrg Inf) 1 Spellcaster 1 [120]	6	4+	-	4+	1	2	12/14	3	[75]
Lightning Bolt (3)									
Drain Life (5)									
<i>Special Rules: Brutal, Command, Crushing Strength(1), Inspiring, Nimble, Ogre Warlock</i> Keywords: Berserker, Ogre									

Nomagarok [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 Spellcaster 2 [165]	6	4+	-	5+	1	5	12/14	3	[165]
Bane Chant (3)									
Heal (4)									
Lightning Bolt (4)									
<i>Special Rules: Brutal, Command, Crushing Strength(1), Inspiring, Nimble, Bloodlust, Ogre Warlock (Nomagarok)</i> Keywords: Berserker, Ogre, Warlock									

Total Units: 11 Total Unit Strength: 24
 Total Primary Core Points: 1995 (100.0%)

Custom Rule	Description
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Bloodlust	Any friendly core unit hit with Nomagarok's Heal spell gains Vicious (Melee) for the remainder of the Turn.
Ogre Warlock (Nomagarok)	For each Friendly Core unit with the Merc Keyword within 6", increase the amount of dice rolled with Bane Chant, Heal and Lightning Bolt by 1 to a maximum bonus of +3.
Ogre Warlock	For each Friendly Core unit with the Merc Keyword within 6", increase the amount of dice rolled with Drain Life, Fireball, Lightning Bolt and Mind Fog by 1 to a maximum bonus of +3.

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.
Blast	If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. Once this is done, roll damage as normal for all of this hits caused.
Bloodlust	Any friendly core unit hit with Nomagarok's Heal spell gains Vicious (Melee) for the remainder of the Turn.
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.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
Fury	While Wavering, this unit may still declare a Counter Charge.
Fury	While Wavering, this unit may still declare a Counter Charge.
Inspiring	If this unit, or any Friendly Core unit within 6 inches 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.
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.
Ogre Warlock	For each Friendly Core unit with the Merc Keyword within 6", increase the amount of dice rolled with Drain Life, Fireball, Lightning Bolt and Mind Fog by 1 to a maximum bonus of +3.
Ogre Warlock (Nomagarok)	For each Friendly Core unit with the Merc Keyword within 6", increase the amount of dice rolled with Bane Chant, Heal and Lightning Bolt by 1 to a maximum bonus of +3.
Pathfinder	The unit may move At The Double through Difficult Terrain as though it were Open Terrain. Pathfinder units are not Hindered when making a Charge through, or ending over, Difficult Terrain.
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.
Slayer	When attacking an enemy unit with the Large Infantry, Monstrous Infantry, Large Cavalry, Monster or Titan unit types, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
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).
Vicious	Whenever the unit rolls to damage, it must re-roll all dice that score a natural, unmodified 1.

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.	
Drain Life Range: 6" Enemy, CC	Roll to damage as normal. If one or more points of damage are scored, choose either the caster or a single Friendly Core unit within 6" of the caster. Remove one point of damage from the chosen unit for each point of damage dealt to the target. If this is cast into Melee, the target will not take a Nerve test at the end of the Ranged phase.	Piercing(1)
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.

Artefact	Description
Orb of Towering Presence	May not be taken by units with the Individual or Fly special rules. Increases the unit's Unit Strength by one, to a maximum of four.
Helm of Confidence	The unit gains the Inspiring (Self) special rule.
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.