Mark S - COGS of War

◈ Free Dwarfs [1995]

Free Dwarf Shieldbreakers Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40) [230]	4	3+	-	4+	4	25	21/23	2	[215]
Throwing Mastiff									[15]
*Special Rules: Crushing Strength(1),Pathfinder, Wild Charge(1),Throwing Mastiff **Keywords:** Dwarf, Tracker*									

Free Dwarf Rangers Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [185]	5	4+	4+	4+	3	12	14/16	2	[185]
Light Crossbows (24")									
*Special Rules: Crushing Strength(1),Pathfinder, Scout **Keywords:** Dwarf, Tracker*									
Regiment (20) [185]	5	4+	4+	4+	3	12	14/16	2	[185]
Light Crossbows (24")									
*Special Rules: Crushing Strength(1),Pathfinder, Scout **Keywords:** Dwarf, Tracker*									

Earth Elementals Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [230]	5	4+	-	6+	3	18	-/18	3	[220]
Hann's Sanguinary Scripture									[10]
*Special Rules: Brutal, Crushing Strength(1),Pathfinder, Shambling, Lifeleech(1) **Keywords:** Earthbound*									

Free Dwarf Brock Riders Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [245]	8	3+	-	4+	3	26	-/18	3	[195]
Gain Pathfinder									[15]
Brew of Sharpness									[35]
*Special Rules: Thunderous Charge(1),Vicious(Melee),Pathfinder **Keywords:** Berserker, Dwarf*									
Regiment (10) [210]	8	4+	-	4+	3	26	-/18	3	[195]
Gain Pathfinder									[15]
*Special Rules: Thunderous Charge(1),Vicious(Melee),Pathfinder **Keywords:** Berserker, Dwarf*									

Mastiff Hunting Pack* Swarm	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [80]	6	4+	-	3+	1	9	11/13	1	[65]
Throwing Mastiff									[15]
*Special Rules: Crushing Strength(1 vs Cavalry Only),Throwing Mastiff **Keywords:** Beast*									
Regiment (3) [80]	6	4+	-	3+	1	9	11/13	1	[65]
Throwing Mastiff									[15]
*Special Rules: Crushing Strength(1 vs Cavalry Only),Throwing Mastiff **Keywords:** Beast*									

Ironbelcher Cannon War Engine	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [110]	4	0+	5+	5+	0	2	10/12	2	[110]
Cannon (48", Blast(D3+1),Ignores Concealed, Piercing(3),Reload, Shattering)									
Grapeshot (12", Att: 10, Always hits on 6+, Piercing(1))									
***Keywords:** Dwarf, Warsmith*									
1 [110]	4	0+	5+	5+	0	2	10/12	2	[110]
Cannon (48", Blast(D3+1),Ignores Concealed, Piercing(3),Reload, Shattering)									
Grapeshot (12", Att: 10, Always hits on 6+, Piercing(1))									
***Keywords:** Dwarf, Warsmith*									

Free Dwarf Stone Priest Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 2 [120]	4	5+	-	5+	0	1	11/13	2	[90]
Conjurer's Staff									[10]
Surge (8)									[0]
Bane Chant (2)									[20]
*Special Rules: Individual, Inspiring, Stoneshapers **Keywords:** Dwarf, Earthbound*									

Sveri Egilax on Hellbrock [1] Hero (Large Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [210]	8	3+	-	4+	1	10	-/18	4	[210]
*Special Rules: Aura(Wild Charge (+1) - Berserker only),Crushing Strength(1),Inspiring, Nimble, Thunderous Charge(1),Vicious(Melee) **Keywords:** Berserker, Dwarf*									

Custom Rule	Description
Stoneshapers	If this unit has taken the Bane Chant option it may, after casting Surge on a Friendly Core Earthbound unit, immediately cast Bane Chant against the same target.

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.
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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Ignores Concealed	Ranged attacks made by this unit do not suffer the -1 to hit modifier from Cover that is granted by targeting a Concealed Target (although the target unit may still benefit from Cover from another source (e.g. by being Obscured)).
Individual	See the Rules Chapter for Individuals
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.
Lifeleech	When this unit completes its to-hit and to-damage rolls in Melee combat, it regains one point of damage it has previously suffered for every point of damage it causes on the enemy unit, up to a maximum of n. Lifeleech has a maximum total of 3.
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.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. Pathfinder units are not Hindered when making a Charge through Difficult Terrain.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
Scout	The unit can make a single At the Double or Advance order after set-up is finished but before the first Turn of the first Round begins. If moving At the Double as part of this order, the unit treats Obstacles and Difficult Terrain as Open Terrain during the Scout movement. If both armies have units with this rule, both players roll a single die each. The highest scorer decides who begins to move one of their Scout units first, then the players alternate until all Scout units have been moved. Players then roll to determine who takes the first Turn in Round one as normal.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a Scout move.
Shattering	If a unit is damaged by the ranged attacks of one or more units with this rule, add one to the subsequent Nerve test at the end of the Ranged phase. If an enemy unit is subject to both the Shattering and Dread special rules, the attacking player must choose to use either the Shattering or the Dread modifiers. Both cannot be applied against the same unit.
Throwing Mastiff	The unit is equipped with a single use ranged attack with the following profile – Throwing Mastiff: 12", Att: 8, Piercing (1); This attack always hits on a 4+. Once used, the unit's Throwing Mastiff is destroyed and cannot be used again for the remainder of the game.
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 reroll all dice that score a natural, unmodified 1.
Wild Charge	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a unit with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (D3)). In these cases, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.

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.	
Surge Range: 12" Friendly – Shambling Only	For each hit, the target friendly Shambling unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the Fly special rule is not in effect for this movement. If this movement brings it into contact with an Enemy unit, treat this as a successful Charge against the enemy facing that has been contacted. However, the charged unit will not take any Nerve tests for any damage it might have taken in the previous Ranged phase. If, and only if, the surged unit contacts a corner of the Enemy unit and not the edge, determine which arc of the target unit the Leader Point of the surging unit is in before it moves and align to that side to attack. If two Enemy units are contacted at the same time, the attacking player may choose which unit is being charged. If the Surge move took the unit over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing combat as normal. This spell has no effect on units with Speed 0.	

Artefact	Description
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
Hann's Sanguinary Scripture	The unit gains the Lifeleech (+1) special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.