

COGSMITH

Grizzled combat engineers who know how to squeeze peak performance and killing power from any war machine, Cogsmiths are also proficient warriors capable of cutting down those who would interfere with their field repairs.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Grudge-raker	16"	D3	4+	3+	-1	1
Duardin Pistols	8"	2	4+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Cog Axe	1"	4	3+	4+	-	1
Gun Butt	1"	1	4+	4+	-	1

DESCRIPTION

A Cogsmith is a single model armed with Duardin Pistols and Gun Butt. In addition, it is armed with one or both of the following weapon options: Grudge-raker; or Cog Axe.

ABILITIES

Free Arm: *Cogsmiths always keep a hand on their weapons, ready to deal with any incoming foes.*

Add 1 to hit rolls for attacks made with this model's missile weapons if it is not armed with a Cog Axe. Add 1 to hit rolls for attacks made with this model's melee weapons if it is not armed with a Grudge-raker.

Master Engineer: *Extensive field repairs are conducted by Cogsmiths in the heat of battle.*

In your hero phase, you can pick 1 friendly **IRONWELD ARSENAL WAR MACHINE** unit within 3" of this model. You can heal up to D3 wounds allocated to that unit.

KEYWORDS

ORDER, DUARDIN, CITIES OF SIGMAR, IRONWELD ARSENAL, HERO, ENGINEER, COGSMITH