

Great Cogfort

Health	Starting	50
	Upgrades	+5 +5
Cost: 1 Ore 1 Ore		

Attacks

Steel Pistons

Speed	2	3 4 5
	Cost: 1 Food 1 Ore 1 Fuel	
Attacks	4	5 6
	Cost: 1 Ore 1 Fuel	
Hit	4+	3+
	Cost: 1 Fuel	
Wound	3+	2+
	Cost: 1 Fuel	
Rend	2	3
	Cost: 1 Ore	
Damage	2	3
	Cost: 1 Food	

Save	Starting	4+
	Upgrades	3+ 2+
Cost: 1 Ore 1 Realm-stone		

Wrecking Ball

Speed	1	2 3
	Cost: 1 Food 1 Ore	
Attacks	1	2 3
	Cost: 1 Ore 1 Fuel	
Hit	4+	3+
	Cost: 1 Ore	
Wound	3+	2+
	Cost: 1 Ore	
Rend	2	3
	Cost: 1 Ore	
Damage	7	8 9 10
	Cost: 1 Food 1 Ore 1 Fuel	
Crit		Mortal
	Cost: 1 Realm-stone	



Abilities

Ward	Once per game	6+
		Cost: 1 Food, 1 Ore, 1 Fuel

Dawnbringer Conscripts	Passive	The first 2 damage in each phase is negated
		Cost: 1 Food, 1 Ore, 1 Fuel
	Enhanced	The first 4 damage per phase is negated instead
		Cost: 1 Realm-stone

Prismatik Gun Battery	Pre-flight	Roll 6 dice. For each 6+, reduce one enemy attacks characteristic by 1.
		Cost: 1 Food, 1 Ore, 1 Fuel
	Enhanced	For each 5+ instead
		Cost: 1 Realm-stone

Artillery Bombard	Pre-flight	Roll a dice. On a 4+, the enemy suffers 10 mortal wounds
		Cost: 1 Food, 1 Ore, 1 Fuel
	Enhanced	They suffer 15 mortal wounds instead
		Cost: 1 Realm-stone

Agloraxi Autonomous Tech	Once per game	At the start of any round: Heal +5
		Cost: 1 Food, 1 Ore, 1 Fuel
	Enhanced	Heal +10 instead
		Cost: 1 Realm-stone