

# Birmingham Bull Run 2 - PG - Halflings

1995 / 1995 VALID

## Halflings [1995]

Spearspikes Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Horde (40) [190]</b>	5	5+	-	4+	4	30	19/21	2	[165]
Relentless									[5]
Hammer of Measured Force									[20]
<i>Special Rules: Phalanx, Spellward, Relentless Keywords: Halfling, Ravenous</i>									

Stalwarts Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Regiment (20) [140]</b>	5	4+	-	5+	3	12	13/15	2	[115]
Relentless									[5]
Blessing of the Gods									[20]
<i>Special Rules: Spellward, Relentless, Elite Keywords: Halfling, Ravenous</i>									

Halfling Rifles Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Troop (10) [90]</b>	5	5+	5+	3+	1	8	8/10	2	[80]
Skirmisher's Boots									[10]
Halfling Rifles (18", Piercing(1),Steady Aim)									
<i>Special Rules: Spellward, Nimble Keywords: Halfling, Ravenous, Tinker</i>									
<b>Troop (10) [80]</b>	5	5+	5+	3+	1	8	8/10	2	[80]
Halfling Rifles (18", Piercing(1),Steady Aim)									
<i>Special Rules: Spellward Keywords: Halfling, Ravenous, Tinker</i>									

Forest Trolls Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Regiment (3) [125]</b>	6	4+	-	5+	2	9	12/14	3	[125]
<i>Special Rules: Crushing Strength(2),Pathfinder, Regeneration(5+) Keywords: Troll</i>									

Juggers Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Regiment (10) [195]</b>	8	3+	-	5+	3	16	13/15	3	[185]
Relentless									[5]
Liliana's Tear									[5]
<i>Special Rules: Iron Resolve, Nimble, Spellward, Thunderous Charge(1),Relentless Keywords: Aralez, Halfling, Ravenous</i>									

Wild Lancers Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Regiment (10) [170]</b>	8	3+	-	4+	3	14	12/14	3	[155]
Relentless									[5]
Hann's Sanguinary Scripture									[10]
<i>Special Rules: Iron Resolve, Nimble, Spellward, Thunderous Charge(1),Relentless, Lifeleech(1) Keywords: Aralez, Halfling, Ravenous</i>									

Wild Runners Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Regiment (10) [165]</b>	8	4+	5+	3+	2	14	12/14	3	[145]
Relentless									[5]
Blackpowder Weapons									[15]
Blackpowder Weapons (18", Piercing(1),Steady Aim)									
<i>Special Rules: Iron Resolve, Nimble, Spellward, Relentless Keywords: Aralez, Halfling, Ravenous</i>									

Volley Gun War Engine	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>1 [85]</b>	5	0+	5+	4+	0	12	9/11	2	[85]
Volley Gun (24", Piercing(2),Reload)									
<i>Keywords: Artillery, Halfling, Ravenous, Tinker</i>									
<b>1 [85]</b>	5	0+	5+	4+	0	12	9/11	2	[85]
Volley Gun (24", Piercing(2),Reload)									
<i>Keywords: Artillery, Halfling, Ravenous, Tinker</i>									

Harvester Monster (Chariot)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>1 [140]</b>	5	3+	-	4+	1	D6+8	13/15	3	[140]
<i>Special Rules: Big Shield, Brutal, Crushing Strength(1),Thunderous Charge(1) Keywords: Halfling, Ravenous, Tinker, Troll</i>									

Iron Beast Titan	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [240] Pride of the Shires Halfling Handgun (18", Att: 5, Piercing(1), Steady Aim) <i>Special Rules:</i> Aura(Spellward), Crushing Strength(2), Strider, Aura(Headstrong), Inspiring <i>Keywords:</i> Halfling, Ravenous, Tinker	5	4+	4+	6+	1	D6+10	16/18	5	[210] [30]

Sergeant Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [80] The Standard of Hodenburg <i>Special Rules:</i> Crushing Strength(1), Individual, Inspiring, Spellward, Aura(Elite (Melee) - Infantry only) <i>Keywords:</i> Halfling, Ravenous	5	3+	-	5+	0	3	10/12	2	[55] [25]

Sauceror Hero (Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [105] Miniature Aralez <i>Special Rules:</i> Individual, Spellward, Gastromancy <i>Keywords:</i> Halfling, Ravenous	8	5+	-	4+	0	1	9/11	3	[80] [25]

Ally McSween [1] Hero (Heavy Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [105] Throwing Daggers (12", Piercing(1)) <i>Special Rules:</i> Crushing Strength(1), Duelist, Individual, Inspiring(Self only), Scout, Spellward, Stealthy, Master Thief <i>Keywords:</i> Halfling, Ravenous, Rogue, Tracker	6	3+	4+	4+	0	5	11/13	2	[105]

**Total Units:** 15      **Total Unit Strength:** 21  
**Total Primary Core Points:** 1995 (100.0%)

Custom Rule	Description
Gastromancy	Unless disordered, immediately before giving this unit a Movement order, pick one of the following Special Rules and roll three dice. If any of the dice score a 4+, apply the Special Rule to this unit until the start of its following Movement Phase. If an (n) value is listed in the Special Rule, (n) is equal to the number of dice rolled that score a 4+. • Aura (Wild Charge (+n) - Ravenous only) • Aura (Brutal (n) - Ravenous only) • Aura (Lifeleech (+n) - Ravenous only) • Rally (n - Ravenous only)
Master Thief	Enemy units within 6" of Ally may not use their Magical Artefact when attacking in combat. When Ally is attacking an enemy unit in combat, she may choose to use a Magical Artefact held by any enemy unit she is engaged with, excluding one use only items.

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.
Big Shield	All attacks (Ranged and Melee) against the target unit's front facing treat its defence as 6+.
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.
Duelist	While attacking enemy Individuals in Melee, this unit doubles its number of Attacks.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
Individual	See the Rules Chapter for Individuals
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.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previously suffered.

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.
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.
Regeneration	Every time this unit receives a Movement order (including Halt), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered.
Relentless	Once per game, when attacking a unit in melee that currently has at least one point of damage, the unit may reroll up to 3 of the dice that failed to hit.
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.
Spellward	All spells, both Friendly and Enemy, targeting this unit suffer a -1 to hit modifier. Note that rolls of natural unmodified 6s still always hit.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
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).

Spell	Description	Special Rules
Artefact	Description	
Liliana's Tear	The unit is not affected by the Dread, Shattering or Brutal special rules on enemy units.	
Hann's Sanguinary Scripture	The unit gains the Lifeleech (+1) special rule.	
Skirmisher's Boots	Troops only. The unit gains the Nimble special rule.	
Blessing of the Gods	The unit gains the Elite special rule.	
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.	