

Elliot M - Battle Masters

2500 / 2500 VALID

Halflings [2500]

Braves Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40) [150]	5	5+	-	4+	3	25	19/21	2	[130]
Hammer of Measured Force									[20]
<i>Special Rules: Spellward Keywords: Halfling, Ravenous</i>									

Stalwarts Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40) [200]	5	4+	-	4+	4	25	20/22	2	[190]
Two-handed Weapons									[0]
Mead of Madness									[10]
<i>Special Rules: Spellward, Crushing Strength(1), Wild Charge(1) Keywords: Halfling, Ravenous</i>									

Ej Grenadiers* Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [110]	10	4+	-	4+	2	9	11/13	2	[105]
Relentless									[5]
<i>Special Rules: Brutal(D3), Fly, Nimble, Relentless Keywords: Halfling, Tinker</i>									

Wild Lancers Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [160]	8	3+	-	4+	3	14	12/14	3	[155]
Relentless									[5]
<i>Special Rules: Iron Resolve, Nimble, Spellward, Thunderous Charge(1), Relentless Keywords: Aralez, Halfling, Ravenous</i>									
Regiment (10) [160]	8	3+	-	4+	3	14	12/14	3	[155]
Relentless									[5]
<i>Special Rules: Iron Resolve, Nimble, Spellward, Thunderous Charge(1), Relentless Keywords: Aralez, Halfling, Ravenous</i>									

Wild Runners Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [160]	8	4+	5+	3+	2	14	12/14	3	[145]
Blackpowder Weapons									[15]
Blackpowder Weapons (18", Piercing(1), Steady Aim)									
<i>Special Rules: Iron Resolve, Nimble, Spellward Keywords: Aralez, Halfling, Ravenous</i>									
Regiment (10) [160]	8	4+	5+	3+	2	14	12/14	3	[145]
Blackpowder Weapons									[15]
Blackpowder Weapons (18", Piercing(1), Steady Aim)									
<i>Special Rules: Iron Resolve, Nimble, Spellward Keywords: Aralez, Halfling, Ravenous</i>									

Howitzer War Engine	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [90]	5	0+	5+	4+	0	2	9/11	2	[90]
Artillery Strike (48", Blast(D3+1), Indirect, Piercing(3), Reload, Ignores Obscured)									
<i>Keywords: Artillery, Halfling, Ravenous, Tinker</i>									
1 [90]	5	0+	5+	4+	0	2	9/11	2	[90]
Artillery Strike (48", Blast(D3+1), Indirect, Piercing(3), Reload, Ignores Obscured)									
<i>Keywords: Artillery, Halfling, Ravenous, Tinker</i>									

Harvester Monster (Chariot)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [140]	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>									
1 [140]	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]	5	4+	4+	6+	1	D6+10	16/18	5	[210]
Pride of the Shires									[30]
Halfling Handgun (18", Att: 5, Piercing(1), Steady Aim)									
<i>Special Rules: Aura(Spellward), Crushing Strength(2), Strider, Aura(Headstrong), Inspiring Keywords: Halfling, Ravenous, Tinker</i>									

Sauceror Hero (Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [120]	8	5+	-	4+	0	1	9/11	3	[80]
Miniature Aralez									[25]
Sacred Horn									[15]
<i>Special Rules: Individual, Spellward, Gastromancy Keywords: Halfling, Ravenous</i>									

Greedyguts [1] Hero (Heavy Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [115] <i>Special Rules: Crushing Strength(1),Dread, Individual, Lifeleech(3),Mighty, Wild Charge(D3) Keywords: Halfling, Ravenous</i>	5	3+	-	4+	0	8	-/16	2	[115]

Gunnery Sergeant on Troll Hero (Large Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [130] Pintle Gun (18") <i>Special Rules: Crushing Strength(1),Inspiring, Nimble, Pathfinder, Regeneration(5+) Keywords: Halfling, Tinker, Troll</i>	6	3+	4+	5+	1	5	13/15	3	[130]
1 [130] Pintle Gun (18") <i>Special Rules: Crushing Strength(1),Inspiring, Nimble, Pathfinder, Regeneration(5+) Keywords: Halfling, Tinker, Troll</i>	6	3+	4+	5+	1	5	13/15	3	[130]

Muster Captain on Winged Aralez Hero (Monster)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [205] Relentless Staying Stone <i>Special Rules: Crushing Strength(2),Fly, Inspiring, Iron Resolve, Nimble, Spellward, Thunderous Charge(1),Relentless Keywords: Aralez, Halfling, Ravenous</i>	10	3+	-	5+	1	7	15/16	5	[195] [5] [5]

Total Units: 17 Total Unit Strength: 25
Total Primary Core Points: 2500 (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)

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+.
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.
Dread	While within 6" of this unit, Enemy units have -1 to their Wavering and Rout Nerve values, in addition to any other modifiers that may apply. A unit can only be affected by a single source of Dread – multiple sources are not cumulative. If an Enemy unit is subject to both the Brutal and Dread special rules or the Shattering and Dread special rules, the attacking player must choose to use either the Brutal/Shattering or the Dread modifiers. Both cannot be applied against the same unit.
Fly	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. This includes Difficult Terrain the unit started in. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
Ignores Obscured	Ranged attacks made by this unit do not suffer the -1 to hit modifier from Cover that is granted by targeting an Obscured Target (although the unit may still benefit from Cover from another source (e.g. by being Concealed)).

Indirect	The unit cannot make Ranged attacks on targets that are within 12".
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.
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.
Mighty	Individuals with the Mighty special rule are no longer Yielding.
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 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.
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.
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.
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).
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, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

Spell	Description	Special Rules
Artefact	Description	
Staying Stone	The unit gains +1 to its Wavering stat value.	
Mead of Madness	The unit gains the Wild Charge (+1) special rule.	
Sacred Horn	The unit gains as additional 3inch range to all of its Auras.	
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.	