



Halflings [2300]

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

Stalwarts	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment (20) [120] Relentless Two-handed Weapons <i>Special Rules: Spellward, Relentless, Crushing Strength(1)</i> Keywords: Halfling, Ravenous	5	4+	-	4+	3	12	13/15	2	[115] [5] [0]

Halfling Rifles	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment (20) [115] Halfling Rifles (18", Piercing(1), Steady Aim) <i>Special Rules: Spellward</i> Keywords: Halfling, Ravenous, Tinker	5	5+	5+	3+	2	10	12/14	2	[115]
Inf Regiment (20) [115] Halfling Rifles (18", Piercing(1), Steady Aim) <i>Special Rules: Spellward</i> Keywords: Halfling, Ravenous, Tinker	5	5+	5+	3+	2	10	12/14	2	[115]

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

Wild Lancers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment (10) [170] Sir Jesse's Boots of Striding <i>Special Rules: Iron Resolve, Nimble, Spellward, Thunderous Charge(1)</i> Keywords: Aralez, Halfling, Ravenous	8	3+	-	4+	3	14	12/14	3	[155] [15]

Wild Runners	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop (5) [95] Shortbows (18", Steady Aim) <i>Special Rules: Iron Resolve, Nimble, Spellward</i> Keywords: Aralez, Halfling, Ravenous	8	4+	5+	3+	1	7	9/11	3	[95]
Cav Troop (5) [95] Shortbows (18", Steady Aim) <i>Special Rules: Iron Resolve, Nimble, Spellward</i> Keywords: Aralez, Halfling, Ravenous	8	4+	5+	3+	1	7	9/11	3	[95]

Aeronauts*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Regiment (3) [195] Brew of Haste <i>Special Rules: Blast(D3), Crushing Strength(2), Fly, Pathfinder, Bombing Run</i> Keywords: Halfling, Tinker	8	4+	-	5+	2	9	13/15	5	[175] [20]
Lrg Cav Regiment (3) [185] Mead of Madness <i>Special Rules: Blast(D3), Crushing Strength(2), Fly, Pathfinder, Bombing Run, Wild Charge(1)</i> Keywords: Halfling, Tinker	7	4+	-	5+	2	9	13/15	5	[175] [10]

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

Engineer	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [125]	5	5+	4+	4+	0	1	10/12	2	[75]
Aura (Wild charge(+1) - Tinker only) [10]									
Radiance of Life (Tinker only) [15]									
Halfling Long Rifle [15]									
Piercing Arrow [10]									
Halfling Long Rifle (24", Att: 3, Ranged: 3+, Piercing(2))									
Special Rules: Individual, Inspiring Keywords: Halfling, Tinker									

Sauceror	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [80]	5	5+	-	4+	0	1	9/11	2	[80]
Special Rules: Individual, Spellward, Gastromancy Keywords: Halfling, Ravenous									

Muster Captain on Winged Aralez	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Mon) 1 [205]	10	3+	-	5+	1	7	14/16	5	[195]
Relentless [5]									
Blade of Slashing [5]									
Special Rules: Crushing Strength(2), Fly, Inspiring, Iron Resolve, Nimble, Spellward, Thunderous Charge(1), Relentless Keywords: Aralez, Halfling, Ravenous									

Total Units: 16 **Total Unit Strength:** 26
Total Primary Core Points: 2300 (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)
Gadgets and Gizmos	After both players have deployed, nominate a single core friendly Infantry unit. This unit gains the Tinker keyword and Iron Resolve special rule.
Bombing Run	In Melee, this unit will always hit the enemy on a 4+ regardless of any other modifiers.

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.
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.
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.

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.
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.
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.

Artefact	Description
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Mead of Madness	The unit gains the Wild Charge (+1) special rule.
Piercing Arrow	Whenever the unit rolls to damage with a Ranged attack, it can re-roll one of the dice that failed to damage.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Brew of Haste	This unit increases its Speed stat by +1.