

# Xmas list

2345 / 2345 VALID

## Halflings [2345]

Stalwarts	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [190] <i>Special Rules: Spellward</i> <b>Keywords:</b> Halfling, Ravenous	5	4+	-	5+	4	25	20/22	2	[190]
Inf Horde [210] Heroes of Hodenburg <i>Special Rules: Spellward, Elite(Melee), Inspiring</i> <b>Keywords:</b> Halfling, Ravenous	5	4+	-	5+	4	25	20/22	2	[190] [20]

Poachers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [145] Bows (24") <i>Special Rules: Pathfinder, Scout, Spellward, Stealthy, Vicious(Melee)</i> <b>Keywords:</b> Halfling, Ravenous, Rogue, Tracker	5	4+	4+	3+	2	12	13/15	2	[145]
Inf Regiment [145] Bows (24") <i>Special Rules: Pathfinder, Scout, Spellward, Stealthy, Vicious(Melee)</i> <b>Keywords:</b> Halfling, Ravenous, Rogue, Tracker	5	4+	4+	3+	2	12	13/15	2	[145]

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

Juggers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Horde [340] Blood of the Old King <i>Special Rules: Iron Resolve, Nimble, Spellward, Thunderous Charge(2)</i> <b>Keywords:</b> Aralez, Halfling, Ravenous	8	3+	-	5+	4	32	20/22	3	[315] [25]

Aeronauts*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Regiment [175] <i>Special Rules: Blast(D3), Crushing Strength(2), Fly, Pathfinder, Bombing Run</i> <b>Keywords:</b> Halfling, Tinker	7	4+	-	5+	2	9	13/15	5	[175]
Lrg Cav Regiment [175] <i>Special Rules: Blast(D3), Crushing Strength(2), Fly, Pathfinder, Bombing Run</i> <b>Keywords:</b> Halfling, Tinker	7	4+	-	5+	2	9	13/15	5	[175]

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

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

Iron Beast	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [225] Pride of the Shires Halfling Handgun (18", Att: 5, Piercing(1), Steady Aim) <i>Special Rules: Crushing Strength(2), Inspiring, Strider, Aura(Headstrong)</i> <b>Keywords:</b> Halfling, Ravenous, Tinker	5	4+	4+	6+	2	D6+10	16/18	5	[210] [15]

Engineer	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [95] Radiance of Life (Tinker only) Gadgets and Gizmos Halfling Carbine (18", Att: 4, Piercing(1)) <i>Special Rules: Command, Individual, Inspiring, Gadgets and Gizmos</i> <b>Keywords:</b> Halfling, Tinker	5	5+	4+	4+	0	1	10/12	2	[75] [15] [5]

Muster Captain	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [95] Sure-footed Captain <i>Special Rules: Command, Crushing Strength(1), Individual, Mighty, Spellward, Very Inspiring, Aura(Strider - Ravenous only)</i> <b>Keywords:</b> Halfling, Ravenous	5	3+	-	5+	0	5	12/14	2	[80] [15]

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

**Total Units:** 15      **Total Unit Strength:** 27  
**Total Primary Core Points:** 2345 (100.0%)

Custom Rule	Description
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.
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.
Command	Units with this Special Rule add a number of dice when creating a Command Pool. For example, a unit with the Command (Red (1)) rule would add one Red Command Dice when rolling to create a Command Pool as long as they have not been routed.
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.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
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 (n) points of damage previously suffered to a maximum of 3. If no value is specified, the unit has Iron Resolve (1).
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.
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).
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also affects Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
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
Blood of the Old King	Once per game, the unit gains Elite (Melee) and Vicious (Melee) for one Turn. This must be declared before the unit rolls any attacks.