

It was the best of Shires, it was the Worcestershires

2300 / 2300 VALID

Halflings [2300]

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

Halfling Rifles Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40) [205] Fire-Oil Halfling Rifles (18", Piercing(1),Steady Aim) <i>Special Rules: Spellward, Crushing Strength(+1 vs. units with Regeneration),Piercing(+1 vs. units with Regeneration) Keywords: Halfling, Ravenous, Tinker</i>	5	5+	5+	3+	3	20	19/21	2	[200] [5]

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

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

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: Aura(Spellward),Crushing Strength(2),Strider, Aura(Headstrong),Inspiring Keywords: Halfling, Ravenous, Tinker</i>	5	4+	4+	6+	1	D6+10	16/18	5	[210] [30]

Sauceror Hero (Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [125] Miniature Aralez Inspiring Talisman <i>Special Rules: Individual, Spellward, Gastromancy, Inspiring Keywords: Halfling, Ravenous</i>	8	5+	-	4+	0	1	9/11	3	[80] [25] [20]

Muster Captain on Winged Aralez Hero (Monster)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [205] Pipes of Terror <i>Special Rules: Crushing Strength(2),Fly, Inspiring, Iron Resolve, Nimble, Spellward, Thunderous Charge(1),Brutal Keywords: Aralez, Halfling, Ravenous</i>	10	3+	-	5+	1	7	14/16	5	[195] [10]
1 [200] Staying Stone <i>Special Rules: Crushing Strength(2),Fly, Inspiring, Iron Resolve, Nimble, Spellward, Thunderous Charge(1) Keywords: Aralez, Halfling, Ravenous</i>	10	3+	-	5+	1	7	15/16	5	[195] [5]
1 [200] Blade of Slashing <i>Special Rules: Crushing Strength(2),Fly, Inspiring, Iron Resolve, Nimble, Spellward, Thunderous Charge(1) Keywords: Aralez, Halfling, Ravenous</i>	10	3+	-	5+	1	7	14/16	5	[195] [5]

Total Units:
Total Primary Core Points:

15
2300 (100.0%)

Total Unit Strength:

25

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+.
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. 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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
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).

Spell	Description	Special Rules
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.	
Fire-Oil	The unit gains both the Crushing Strength special rule (+1 - vs. units with Regeneration and the Piercing special rule (+1 - vs. units with Regeneration).	
Staying Stone	The unit gains +1 to its Wavering stat value.	
Pipes of Terror	This unit gains the Brutal special rule.	

