

# Felix Castro Totally Not Ripping Off UK CoK 2023 Winning List

2300 / 2300 VALID

## Halflings [2300]

Halfling Rifles	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Inf Horde (40) [200]</b>	5	5+	5+	3+	3	20	19/21	2	[200]
Halfling Rifles (18", Piercing(1),Steady Aim)									
<b>Special Rules:</b> Spellward <b>Keywords:</b> Halfling, Ravenous, Tinker									
<b>Inf Horde (40) [200]</b>	5	5+	5+	3+	3	20	19/21	2	[200]
Halfling Rifles (18", Piercing(1),Steady Aim)									
<b>Special Rules:</b> Spellward <b>Keywords:</b> Halfling, Ravenous, Tinker									

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

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

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

Aeronauts*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Lrg Cav Regiment (3) [180]</b>	7	4+	-	5+	2	9	13/15	5	[175]
Blade of Slashing									
<b>Special Rules:</b> Blast(D3),Crushing Strength(2),Fly, Pathfinder, Bombing Run <b>Keywords:</b> Halfling, Tinker									
<b>Lrg Cav Regiment (3) [175]</b>	7	4+	-	5+	2	9	13/15	5	[175]
<b>Special Rules:</b> Blast(D3),Crushing Strength(2),Fly, Pathfinder, Bombing Run <b>Keywords:</b> Halfling, Tinker									
<b>Lrg Cav Regiment (3) [175]</b>	7	4+	-	5+	2	9	13/15	5	[175]
<b>Special Rules:</b> Blast(D3),Crushing Strength(2),Fly, Pathfinder, Bombing Run <b>Keywords:</b> Halfling, Tinker									

Engineer	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Inf) 1 [110]</b>	5	5+	4+	4+	0	1	10/12	2	[75]
Radiance of Life (Tinker only)									
Halfling Long Rifle									
Gadgets and Gizmos									
Halfling Long Rifle (24", Att: 3, Ranged: 3+, Piercing(2))									
<b>Special Rules:</b> Individual, Inspiring, Gadgets and Gizmos <b>Keywords:</b> Halfling, Tinker									

Muster Captain on Winged Aralez	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Mon) 1 [205]</b>	10	3+	-	5+	1	7	15/16	5	[195]
Relentless									
Staying Stone									
<b>Special Rules:</b> Crushing Strength(2),Fly, Inspiring, Iron Resolve, Nimble, Spellward, Thunderous Charge(1),Relentless <b>Keywords:</b> Aralez, Halfling, Ravenous									
<b>Hero (Mon) 1 [215]</b>	10	3+	-	5+	1	7	14/16	5	[195]
Relentless									
Chalice of Wrath									
<b>Special Rules:</b> Crushing Strength(2),Fly, Inspiring, Iron Resolve, Nimble, Spellward, Thunderous Charge(1),Relentless, Fury <b>Keywords:</b> Aralez, Halfling, Ravenous									

**Total Units:**  
**Total Primary Core Points:**

14  
2300 (100.0%)

**Total Unit Strength:**

28

<b>Custom Rule</b>	<b>Description</b>
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.

<b>Special Rule</b>	<b>Description</b>
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.
Fury	While Wavering, this unit may still declare a Counter Charge.
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.
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).

<b>Artefact</b>	<b>Description</b>
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Staying Stone	The unit gains +1 to its Wavering stat value.
Chalice of Wrath	The unit gains the Fury special rule.