

Jason Black MI GT "The Donnybrook Trained Band"

2300 / 2300 VALID



Halflings [2300]

Stalwarts	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment (20) [115] <i>Special Rules: Spellward</i> Keywords: Halfling, Ravenous	5	4+	-	5+	3	12	13/15	2	[115]
Inf Regiment (20) [115] <i>Special Rules: Spellward</i> Keywords: Halfling, Ravenous	5	4+	-	5+	3	12	13/15	2	[115]
Inf Horde (40) [205] Chalice of Wrath <i>Special Rules: Spellward, Fury</i> Keywords: Halfling, Ravenous	5	4+	-	5+	4	25	20/22	2	[190] [15]

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

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

Aeronauts*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Regiment (3) [175] <i>Special Rules: Blast(D3),Crushing Strength(2),Fly, Pathfinder, Bombing Run</i> Keywords: 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) Keywords: Artillery, Halfling, Ravenous, Tinker	5	0+	5+	4+	0	12	9/11	2	[85]
WE 1 [85] Volley Gun (24", Piercing(2),Reload) Keywords: Artillery, Halfling, Ravenous, Tinker	5	0+	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> Keywords: 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 [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]

Sauceror	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [95] Sacred Horn <i>Special Rules: Individual, Spellward, Gastromancy</i> Keywords: Halfling, Ravenous	5	5+	-	4+	0	1	9/11	2	[80] [15]
Hero (Cav) 1 [105] Miniature Aralez <i>Special Rules: Individual, Spellward, Gastromancy</i> Keywords: Halfling, Ravenous	8	5+	-	4+	0	1	9/11	3	[80] [25]

Aeron Cadwallader [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [110] <i>Special Rules: Aura(Nimble - Infantry Only),Crushing Strength(1),Individual, Mighty, Spellward, Very Inspiring</i> Keywords: Halfling, Ravenous	5	3+	-	5+	0	5	13/15	2	[110]

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

Total Units: 16 **Total Unit Strength:** 25
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)

Bombing Run	In Melee, this unit will always hit the enemy on a 4+ regardless of any other modifiers.
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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.
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 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.
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.
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).
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).

Artefact	Description
Staying Stone	The unit gains +1 to its Wavering stat value.
Chalice of Wrath	The unit gains the Fury special rule.
Sacred Horn	The unit gains as additional 3inch range to all of its Auras.