

Halflings [1960]

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

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

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

Juggers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop [125] <i>Special Rules:</i> Iron Resolve, Nimble, Spellward, Thunderous Charge(2) Keywords: Aralez, Halfling, Ravenous	8	3+	-	5+	1	8	10/12	3	[125]

Aeronauts*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Regiment [180] Blade of Slashing <i>Special Rules:</i> Blast(D3),Crushing Strength(2),Fly, Pathfinder, Bombing Run Keywords: Halfling, Tinker	7	4+	-	5+	2	9	13/15	5	[175] [5]
Lrg Cav Regiment [195] Blessing of the Gods <i>Special Rules:</i> Blast(D3),Crushing Strength(2),Fly, Pathfinder, Bombing Run, Elite Keywords: Halfling, Tinker	7	4+	-	5+	2	9	13/15	5	[175] [20]

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:</i> Crushing Strength(2),Inspiring, Strider, Aura(Headstrong) Keywords: 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 [110] Radiance of Life (Tinker only) Halfling Long Rifle Gadgets and Gizmos Halfling Long Rifle (24", Att: 3, Ranged: 3+, Piercing(2)) <i>Special Rules:</i> Command, Individual, Inspiring, Gadgets and Gizmos Keywords: Halfling, Tinker	5	5+	4+	4+	0	1	10/12	2	[75] [15] [15] [5]

Sauceror	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 [95] Miniature Aralez Inspiring Talisman <i>Special Rules:</i> Individual, Spellward, Gastromancy, Inspiring Keywords: Halfling, Ravenous	8	5+	-	4+	0	1	9/11	3	[50] [25] [20]

[F] Spearspikes (Wild Saucery)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [115] Sacred Horn <i>Special Rules:</i> Phalanx, Spellward, Gastromancy Keywords: Halfling, Ravenous	5	5+	-	4+	2	15	12/14	2	[100] [15]

[F] Wild Runners (Wild Saucery)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop [100] Shortbows (18", Steady Aim) <i>Special Rules:</i> Iron Resolve, Nimble, Spellward, Good Cooking Keywords: Aralez, Halfling, Ravenous	8	4+	5+	3+	1	7	9/11	3	[100]

[F] Wild Runners (Wild Saucery)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop [100]	8	4+	5+	3+	1	7	9/11	3	[100]
Shortbows (18", Steady Aim) Special Rules: Iron Resolve, Nimble, Spellward, Good Cooking Keywords: Aralez, Halfling, Ravenous									

Total Units:

13

Total Unit Strength:

23

Total Primary Core Points:

1960 (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.
Halfling Hot Pot	When this unit rolls to determine the effects of Gastromancy, it may re-roll any results of a 1.

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.
Bombing Run	In Melee, this unit will always hit the enemy on a 4+ regardless of any other modifiers.
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.
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.
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.
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)
Good Cooking	While within 6" of a core friendly unit with the Gastromancy Special Rule, this unit is considered Fearless and gains the Elite (Ranged) Special rule.
Halfling Hot Pot	When this unit rolls to determine the effects of Gastromancy, it may re-roll any results of a 1.
Headstrong	If a unit with this rule begins its turn Wavering, roll a die before declaring a Movement order (including Halt) for this unit. On a 3+ it shrugs off the effects of Wavering and is Disordered instead. Adjust any counters on the unit as required.
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 (n) points of damage previously suffered to a maximum of 3. If no value is specified, the unit has Iron Resolve (1).
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.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
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).

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.
Sacred Horn	The unit gains as additional 3inch range to all of its Auras.
Blessing of the Gods	The unit gains the Elite special rule.
Inspiring Talisman	The unit gains the Inspiring special rule. If a unit already has the Inspiring Special Rule, replace it with the Very Inspiring Special Rule. Units with the Very Inspiring Special Rule gain no additional effect.