

Pint-sized Pugilistic Party Posse

2300 / 2300 VALID



Halflings [2300]

Braves Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [80] <i>Special Rules: Spellward Keywords: Halfling, Ravenous</i>	5	5+	-	4+	2	12	12/14	2	[80]
Regiment (20) [80] <i>Special Rules: Spellward Keywords: Halfling, Ravenous</i>	5	5+	-	4+	2	12	12/14	2	[80]
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]

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

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]

Engineer Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [95] Halfling Long Rifle Ej Periscope Halfling Long Rifle (24", Att: 3, Piercing(2)) <i>Special Rules: Individual, Inspiring Keywords: Halfling, Tinker</i>	5	5+	4+	4+	0	1	10/12	3	[75] [15] [5]

Sauceror Hero (Heavy Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [80] <i>Special Rules: Individual, Spellward, Gastromancy Keywords: Halfling, Ravenous</i>	5	5+	-	4+	0	1	9/11	2	[80]

Muster Captain on Winged Aralez Hero (Monster)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [195] <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]
1 [195] <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]
1 [195] <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]

Total Units:
Total Primary Core Points:

17
2300 (100.0%)

Total Unit Strength:

27

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)
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
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. 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.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. Pathfinder units are not Hindered when making a Charge through Difficult Terrain.
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.
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.	
Ej Periscope	Infantry and Heavy Infantry only. This unit increases its Height by 1 when it draws Line of Sight.	
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).	