



Halflings [1995]

Stalwarts	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [230]	5	4+	-	5+	4	25	20/22	2	[190]
Heroes of Hodenburg									[20]
Hammer of Measured Force									[20]
Special Rules: Spellward, Elite(Melee),Inspiring Keywords: Halfling, Ravenous									

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

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

Forest Troll Gunners*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [235]	6	4+	4+	4+	3	18	15/17	3	[230]
Fire-Oil									[5]
Pintle Gun (18", Piercing(1))									
Special Rules: Crushing Strength(1 / +1 vs. units with Regeneration),Pathfinder, Regeneration(5+),Piercing(+1 vs. units with Regeneration)									
Keywords: Halfling, Troll, Tinker									

Juggers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop [130]	8	3+	-	5+	1	8	10/12	3	[125]
War-Bow of Kaba									[5]
War-Bow of Kaba (24", Att: 1, Ra: 4+, Piercing(1),Steady Aim)									
Special Rules: Iron Resolve, Nimble, Spellward, Thunderous Charge(2) Keywords: Aralez, Halfling, Ravenous									

Wild Lancers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Horde [275]	8	3+	-	4+	4	28	19/21	3	[245]
Chant of Hate									[30]
Special Rules: Iron Resolve, Nimble, Spellward, Thunderous Charge(1),Vicious Keywords: Aralez, Halfling, Ravenous									

Iron Beast	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [225]	5	4+	4+	6+	2	D6+10	16/18	5	[210]
Pride of the Shires									[15]
Halfling Handgun (18", Att: 5, Piercing(1),Steady Aim)									
Special Rules: Crushing Strength(2),Inspiring, Strider, Aura(Headstrong) Keywords: Halfling, Ravenous, Tinker									

Muster Captain	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 [155]	8	3+	-	5+	0	5	12/14	3	[80]
Miniature Aralez									[35]
Sure-footed Captain									[15]
Lute of Insatiable Darkness									[25]
Bane Chant (2)									
Special Rules: Crushing Strength(1),Individual, Mighty, Spellward, Very Inspiring, Aura(Strider - Ravenous only) Keywords: Halfling, Ravenous									

Sauceror	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 [120]	8	5+	-	4+	0	1	9/11	3	[80]
Miniature Aralez									[25]
Talisman of Silence									[15]
Mind Fog (2)									
Special Rules: Individual, Spellward, Gastromancy Keywords: Halfling, Ravenous									

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

[F] Wild Runners (Wild Saucery)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop [110] Blackpowder Weapons Blackpowder Weapons (18", Piercing(1),Steady Aim) <i>Special Rules: Iron Resolve, Nimble, Spellward, Good Cooking</i> <i>Keywords: Aralez, Halfling, Ravenous</i>	8	4+	5+	3+	1	7	9/11	3	[100] [10]

[F] Wild Runners (Wild Saucery)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop [110] Blackpowder Weapons Blackpowder Weapons (18", Piercing(1),Steady Aim) <i>Special Rules: Iron Resolve, Nimble, Spellward, Good Cooking</i> <i>Keywords: Aralez, Halfling, Ravenous</i>	8	4+	5+	3+	1	7	9/11	3	[100] [10]

Total Units: 12 **Total Unit Strength:** 23
Total Primary Core Points: 1995 (100.0%)

Custom Rule	Description
Halfling Hot Pot	When this unit rolls to determine the effects of Gastronomancy, 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.
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.
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.
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.
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).
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.

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.
Regeneration	Every time this unit receives a Movement order (including Halt), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered.
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).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

Spell	Description	Special Rules
Bane Chant Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.	
Mind Fog Range: 36" Enemy	Instead of causing damage, if one or more hits are scored, make a Nerve test for the target at the end of the Ranged phase as though damage had been caused.	Shattering

Artefact	Description
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).
War-Bow of Kaba	The unit gains the following Ranged attack: War-Bow of Kaba: 24inches, Att: 1, Ra: 4+, Piercing (1), Steady Aim.
Talisman of Silence	The unit gains the Mindfog (2) spell.
Chant of Hate	The unit gains the Vicious special rule.
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.