



Halflings [1995]

Braves	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [140]	5	5+	-	4+	3	25	19/21	2	[130]
Pipes of Terror									[10]
Special Rules: Spellward, Brutal Keywords: Halfling, Ravenous									

Stalwarts	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [250]	5	4+	-	5+	4	25	20/22	2	[190]
Heroes of Hodenburg									[20]
Brew of Strength									[40]
Special Rules: Spellward, Elite(Melee), Inspiring, Crushing Strength(1) Keywords: Halfling, Ravenous									

Ej Grenadiers*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Regiment [110]	10	4+	-	4+	2	9	11/13	2	[105]
Blade of Slashing									[5]
Special Rules: Brutal(D3), Fly, Nimble Keywords: Halfling, Tinker									
Lrg Inf Regiment [110]	10	4+	-	4+	2	9	11/13	2	[105]
Relentless									[5]
Special Rules: Brutal(D3), Fly, Nimble, Relentless Keywords: Halfling, Tinker									

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

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

Greedyguts [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [115]	5	3+	-	4+	0	8	-/16	2	[115]
Special Rules: Crushing Strength(1), Dread, Individual, Lifeleech(3), Mighty, Wild Charge(D3) Keywords: Halfling, Ravenous									

[F] Spearspikes (Wild Saucery)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [105]	5	5+	-	4+	2	15	13/14	2	[100]
Staying Stone									[5]
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]	8	4+	5+	3+	1	7	9/11	3	[100]
Blackpowder Weapons									[10]
Blackpowder Weapons (18", Piercing(1), Steady Aim)									
Special Rules: Iron Resolve, Nimble, Spellward, Good Cooking Keywords: Aralez, Halfling, Ravenous									

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

Total Units:

13

Total Unit Strength:

25

Total Primary Core Points:

1995 (100.0%)

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

Special Rule	Description
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.
Dread	While within 6" of this unit, Enemy units have -1 to their Wavering and Rout Nerve values, in addition to any other modifiers that may apply. A unit can only be affected by a single source of Dread – multiple sources are not cumulative. If an Enemy unit is subject to both the Brutal and Dread special rules or the Shattering and Dread special rules, the attacking player must choose to use either the Brutal/Shattering or the Dread modifiers. Both cannot be applied against the same unit.
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).
Lifeleech	When this unit completes its to-hit and to-damage rolls in Melee combat, it regains one point of damage it has previously suffered for every point of damage it causes on the enemy unit, up to a maximum of n. Lifeleech has a maximum total of 3.
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.
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.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
Wild Charge	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a unit

with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away. - In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (D3)). In these cases, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

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.
Staying Stone	The unit gains +1 to its Wavering stat value.
Pipes of Terror	This unit gains the Brutal special rule.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.