



**NEUTRAL**

## Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	5	-	4	2	2	12	12/14	[80]
Spellward Keywords: Halfling, Ravenous									
Regiment(20)	5	5	-	4	2	2	12	12/14	[80]
Spellward Keywords: Halfling, Ravenous									
Horde(40)	5	5	-	4	2	3	25	19/21	[130]
Spellward Keywords: Halfling, Ravenous									
Horde(40)	5	5	-	4	2	3	25	19/21	[130]
Spellward Keywords: Halfling, Ravenous									

## Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	5	5	3	2	3	20	19/21	200 5  [205]
Fire-Oil									
Spellward									
Halfling Rifles (18", Piercing (1), Steady Aim)									
Keywords: Halfling, Ravenous, Tinker									

## Large Infantry

Unit Size		Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	Brutal (D3), Fly, Nimble Keywords: Halfling, Tinker	10	4	-	4	2	2	9	11/13	[105]
Regiment(3)		10	4	-	4	2	2	9	11/13	[105]
Regiment(3)		10	4	-	4	2	2	9	11/13	[105]

## Large Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	7	4	-	5	5	2	9	13/15	175
Blade of Slashing									5
									[180]
Blast (D3), Bombing Run, Crushing Strength (2), Fly, Pathfinder									
Keywords: Halfling, Tinker									

### Monster (Cht)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	3	-	4	3	1	D6+8	13/15	[140]
Big Shield, Brutal, Crushing Strength (1), Thunderous Charge (1) Keywords: Halfling, Ravenous, Tinker, Troll									
1	5	3	-	4	3	1	D6+8	13/15	[140]
Big Shield, Brutal, Crushing Strength (1), Thunderous Charge (1) Keywords: Halfling, Ravenous, Tinker, Troll									
1	5	3	-	4	3	1	D6+8	13/15	[140]
Big Shield, Brutal, Crushing Strength (1), Thunderous Charge (1) Keywords: Halfling, Ravenous, Tinker, Troll									

Sauceror										Hero (Hv Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	5	-	4	2	0	1	9/11	[80]	
Gastromancy, Individual, Spellward Keywords: Halfling, Ravenous										
Engineer										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	5	3	4	2	0	1	10/12	75	
Ej Periscope										5
Swap Halfling Carbine for Halfling Long Rifle: Lose Halfling Carbine, gain ranged attack: Ra 3+ - Range 24" Att:3, Piercing (2)										15
Individual, Inspiring Halfling Long Rifle (24" Att:3, Piercing (2)) Keywords: Halfling, Tinker										[95]
Muster Captain on Winged Aralez										Hero (Mon)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	5	5	1	7	14/16	[195]	
Crushing Strength (2), Fly, Inspiring, Iron Resolve, Nimble, Spellward, Thunderous Charge (1) Keywords: Aralez, Halfling, Ravenous										
1	10	3	-	5	5	1	7	14/16	[195]	
Crushing Strength (2), Fly, Inspiring, Iron Resolve, Nimble, Spellward, Thunderous Charge (1) Keywords: Aralez, Halfling, Ravenous										
1	10	3	-	5	5	1	7	14/16	[195]	
Crushing Strength (2), Fly, Inspiring, Iron Resolve, Nimble, Spellward, Thunderous Charge (1) Keywords: Aralez, Halfling, Ravenous										

Total Unit Strength: 27  
Total Core: 2300 (100%)

Total Units: 17



## SPECIAL RULES AND SPELLS:

<b>Big Shield</b>	All attacks (Ranged and Melee) against the target unit's front facing treat its defence as 6+.
<b>Blade of Slashing</b>	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
<b>Blast</b>	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.
<b>Bombing Run</b>	In Melee, this unit will always hit the enemy on a 4+ regardless of any other modifiers.
<b>Brutal</b>	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (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 <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Ej Periscope</b>	Infantry and Heavy Infantry only. This unit increases its Height by 1 when it draws Line of Sight.
<b>Fire-Oil</b>	The unit gains both the <i>Crushing Strength</i> special rule (+1 - vs. units with <i>Regeneration</i> and the <i>Piercing</i> special rule (+1 - vs. units with <i>Regeneration</i> ).
<b>Fly</b>	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 <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
<b>Gastromancy</b>	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+. <ul style="list-style-type: none"> <li>• Aura (Wild Charge (+n) - Ravenous only)</li> <li>• Aura (Brutal (n) - Ravenous only)</li> <li>• Aura (Lifeleech (+n) - Ravenous only)</li> <li>• Rally (n - Ravenous only)</li> </ul>
<b>Individual</b>	See page 34 (page 30 in gamers edition)

<b>Inspiring</b>	If this unit, or any Friendly Core unit within 6" 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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
<b>Iron Resolve</b>	If this unit is Steady as a result of a Nerve test, it regains one point of damage previous suffered.
<b>Nimble</b>	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.
<b>Pathfinder</b>	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge though Difficult Terrian.
<b>Piercing</b>	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
<b>Spellward</b>	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.
<b>Steady Aim</b>	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
<b>Thunderous Charge</b>	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).