

War Kings Halflings, coming up short again

2300 / 2300 VALID



Halflings [2300]

Braves	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [80] <i>Special Rules: Spellward</i> Keywords: Halfling, Ravenous	5	5+	-	4+	2	12	12/14	2	[80]
Inf Horde [130] <i>Special Rules: Spellward</i> Keywords: Halfling, Ravenous	5	5+	-	4+	3	25	19/21	2	[130]
Inf Horde [130] <i>Special Rules: Spellward</i> Keywords: Halfling, Ravenous	5	5+	-	4+	3	25	19/21	2	[130]

Poachers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [145] Bows (24") <i>Special Rules: Pathfinder, Scout, Spellward, Stealthy, Vicious(Melee)</i> Keywords: Halfling, Ravenous, Rogue, Tracker	5	4+	4+	3+	2	12	13/15	2	[145]
Inf Regiment [145] Bows (24") <i>Special Rules: Pathfinder, Scout, Spellward, Stealthy, Vicious(Melee)</i> Keywords: Halfling, Ravenous, Rogue, Tracker	5	4+	4+	3+	2	12	13/15	2	[145]

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

Forest Trolls	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [205] <i>Special Rules: Crushing Strength(2),Pathfinder, Regeneration(5+)</i> Keywords: Troll	6	4+	-	5+	3	18	15/17	3	[205]

Harvester	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon (Chariot) 1 [140] <i>Special Rules: Big Shield, Brutal, Crushing Strength(1),Thunderous Charge(1)</i> Keywords: Halfling, Ravenous, Tinker, Troll	5	3+	-	4+	1	D6+8	13/15	3	[140]
Mon (Chariot) 1 [140] <i>Special Rules: Big Shield, Brutal, Crushing Strength(1),Thunderous Charge(1)</i> Keywords: Halfling, Ravenous, Tinker, Troll	5	3+	-	4+	1	D6+8	13/15	3	[140]

Muster Captain	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 [130] Miniature Aralez Sure-footed Captain <i>Special Rules: Command, Crushing Strength(1),Individual, Mighty, Spellward, Very Inspiring, Aura(Strider - Ravenous only)</i> Keywords: Halfling, Ravenous	8	3+	-	5+	0	5	12/14	3	[80] [35] [15]

Sauceror	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [90] Wings of Honeymaze <i>Special Rules: Individual, Spellward, Gastromancy, Fly</i> Keywords: Halfling, Ravenous	10	5+	-	3+	0	1	9/11	2	[50] [40]

Gunnery Sergeant on Troll	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 [130] Pintle Gun (18", Piercing(1)) <i>Special Rules: Command, Crushing Strength(1),Inspiring, Nimble, Pathfinder, Regeneration(5+)</i> Keywords: Halfling, Tinker, Troll	6	3+	4+	5+	1	5	13/15	3	[130]
Hero (Lrg Inf) 1 [130] Pintle Gun (18", Piercing(1)) <i>Special Rules: Command, Crushing Strength(1),Inspiring, Nimble, Pathfinder, Regeneration(5+)</i> Keywords: Halfling, Tinker, Troll	6	3+	4+	5+	1	5	13/15	3	[130]

Muster Captain on Winged Aralez	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Mon) 1 [195] <i>Special Rules:</i> Command, Crushing Strength(2),Fly, Inspiring, Iron Resolve, Nimble, Spellward, Thunderous Charge(1) Keywords: Aralez, Halfling, Ravenous	10	3+	-	5+	1	7	14/16	5	[195]
Hero (Mon) 1 [195] <i>Special Rules:</i> Command, Crushing Strength(2),Fly, Inspiring, Iron Resolve, Nimble, Spellward, Thunderous Charge(1) Keywords: Aralez, Halfling, Ravenous	10	3+	-	5+	1	7	14/16	5	[195]

Total Units:

17

Total Unit Strength:

27

Total Primary Core Points:

2300 (100.0%)

Order	Cost	Phase	Description
Accuracy	1	Any	When the unit rolls to hit in Melee or at Range, it can re-roll one of the dice that failed to hit. A unit given this Order may not use the Blast Special Rule for this Turn.
Strength	1	Any	When the unit rolls to damage in Melee or at Range, it can re-roll one of the dice that failed to damage.
Endurance	2	Movement	The unit regains one point of damage it previously suffered.
Reposition	3	Movement	When issuing a Sidestep Order, this unit may instead use its full Speed. The unit may not use a ranged attack or be targeted by the Surge Spell this Turn.
Tactical Retreat	3	Movement	When issuing a Back Order, this unit may instead use its full Speed. The unit may not use a ranged attack or be targeted by the Surge Spell this Turn.
Channel Power	3	Ranged	Increase the (n) value of one non-Unique Spell by +1 until the end of the Turn
Far Spell	3	Ranged	Add 3" of Range to a single non Unique spell ranged attack until the end of the Turn.
Stubborn	5	Movement	The Unit loses its Wavered Status but remains disordered and cannot issue a charge or countercharge order this Turn.
Vigilance	6	Melee	The unit may, after rolling to hit and to damage in the Melee phase, discard all damage caused and start again. Roll to hit and to damage again. The second result stands. Rerolling in this way must take place before testing for Nerve or rolling any other attacks from other units in the same Melee
Silent Feet	4	Movement	Non-Titan unit only. This unit gains the Stealthy Special Rule until the end of the Turn.
Low Blows	4	Movement	This unit gains the Thunderous Charge (+1) Special Rule until the end of the Turn.

Custom Rule	Description
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.
Big Shield	All attacks (Ranged and Melee) against the target unit's front facing treat its defence as 6+.
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.

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)
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 (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.
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.
Scout	The unit can make a single At the Double or Advance order after set-up is finished but before the first Turn of the first Round begins. If moving At the Double as part of this order, the unit treats Obstacles and Difficult Terrain as Open Terrain during the Scout movement. If both armies have units with this rule, both players roll a single die each. The highest scorer decides who begins to move one of their Scout units first, then the players alternate until all Scout units have been moved. Players then roll to determine who takes the first Turn in Round one as normal.
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.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
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.
Artefact	Description
Wings of Honeymaze	Individuals only. The unit gains the Fly special rule and increases its Speed stat to 10, but decreases its Defence stat by -1 to a minimum of 2.