

Halflings [2300]

Stalwarts	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [240]	5	4+	-	5+	4	25	20/22	2	[190]
Heroes of Hodenburg									[20]
Chant of Hate									[30]
Special Rules: Spellward, Elite(Melee),Inspiring, Vicious Keywords: Halfling, Ravenous									

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									
Lrg Inf Regiment [105]	10	4+	-	4+	2	9	11/13	2	[105]
Special Rules: Brutal(D3),Fly, Nimble Keywords: Halfling, Tinker									

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

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									

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

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									

Ally McSween [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [105]	6	3+	4+	4+	0	5	11/13	2	[105]
Throwing Daggers (12", Piercing(1))									
Special Rules: Crushing Strength(1),Duelist, Individual, Inspiring(Self only),Scout, Spellward, Stealthy, Master Thief Keywords: Halfling, Ravenous, Rogue, Tracker									

Gunnery Sergeant on Troll	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 [135]	6	3+	4+	5+	1	5	13/15	3	[130]
Fire-Oil									[5]
Pintle Gun (18", Piercing(1))									
Special Rules: Command, Crushing Strength(1 / +1 vs. units with Regeneration),Inspiring, Nimble, Pathfinder, Regeneration(5+),Piercing(+1 vs. units with Regeneration) Keywords: Halfling, Tinker, Troll									

Total Units:14Total Unit Strength:26

Total Primary Core Points:2300 (100.0%)

Order	Cost	Phase	Description
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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
Master Thief	Enemy units within 6" of Ally may not use their Magical Artefact when attacking in combat. When Ally is attacking an enemy unit in combat, she may choose to use a Magical Artefact held by any enemy unit she is engaged with, excluding one use only items.
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.
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.
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.
Duelist	While attacking enemy Individuals in Melee, this unit triples its number of Attacks.
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.
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.

Lifefeech	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. Lifefeech 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.
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.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
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).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
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
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).
Chant of Hate	The unit gains the Vicious special rule.