

Halfling Magic & Mayhem 2300 Stead

2300 / 2300 VALID



Halflings [2300]

Spearspikes Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40) [165]	5	5+	-	4+	4	30	19/21	2	[165]
<i>Special Rules: Phalanx, Spellward</i> Keywords: Halfling, Ravenous									

Stalwarts Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40) [195]	5	4+	-	4+	4	25	20/22	2	[190]
Relentless Two-handed Weapons									
<i>Special Rules: Spellward, Relentless, Crushing Strength(1)</i> Keywords: Halfling, Ravenous									
Horde (40) [195]	5	4+	-	4+	4	25	20/22	2	[190]
Relentless Two-handed Weapons									
<i>Special Rules: Spellward, Relentless, Crushing Strength(1)</i> Keywords: Halfling, Ravenous									

Ej Grenadiers* Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [105]	10	4+	-	4+	2	9	11/13	2	[105]
<i>Special Rules: Brutal(D3), Fly, Nimble</i> Keywords: Halfling, Tinker									

Forest Troll Gunners* Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [230]	6	4+	4+	4+	3	18	15/17	3	[230]
Pintle Gun (18")									
<i>Special Rules: Crushing Strength(1), Pathfinder, Regeneration(5+)</i> Keywords: Halfling, Troll									

Wild Runners Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [165]	8	4+	5+	3+	2	14	12/14	3	[145]
Relentless Blackpowder Weapons									
Blackpowder Weapons (18", Piercing(1), Steady Aim)									
<i>Special Rules: Iron Resolve, Nimble, Spellward, Relentless</i> Keywords: Aralez, Halfling, Ravenous									

Volley Gun War Engine	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [85]	5	0+	5+	4+	0	12	9/11	2	[85]
Volley Gun (24", Piercing(2), Reload)									
Keywords: Artillery, Halfling, Ravenous, Tinker									

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

Iron Beast Titan	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [240]	5	4+	4+	6+	1	D6+10	16/18	5	[210]
Pride of the Shires									
Halfling Handgun (18", Att: 5, Piercing(1), Steady Aim)									
<i>Special Rules: Aura(Spellward), Crushing Strength(2), Strider, Aura(Headstrong), Inspiring</i> Keywords: Halfling, Ravenous, Tinker									

Engineer Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [95]	5	5+	4+	4+	0	1	10/12	2	[75]
Radiance of Life (Tinker only)									
Gadgets and Gizmos									
Halfling Carbine (18", Att: 4, Piercing(1))									
<i>Special Rules: Individual, Inspiring, Gadgets and Gizmos</i> Keywords: Halfling, Tinker									

Sauceror Hero (Heavy Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [80]	5	5+	-	4+	0	1	9/11	2	[80]
<i>Special Rules: Individual, Spellward, Gastromancy</i> Keywords: Halfling, Ravenous									
1 [80]	5	5+	-	4+	0	1	9/11	2	[80]
<i>Special Rules: Individual, Spellward, Gastromancy</i> Keywords: Halfling, Ravenous									

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

[F] Poachers (McSween's Cutthroats) [1] Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [150] Bows (24")	5	4+	4+	3+	3	12	13/15	2	[150]
<i>Special Rules: Inspiring(Self),Pathfinder, Scout, Spellward, Stealthy, Vicious(Melee) Keywords: Halfling, Ravenous, Rogue, Tracker</i>									

[F] Poachers (McSween's Cutthroats) [1] Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [150] Bows (24")	5	4+	4+	3+	3	12	13/15	2	[150]
<i>Special Rules: Inspiring(Self),Pathfinder, Scout, Spellward, Stealthy, Vicious(Melee) Keywords: Halfling, Ravenous, Rogue, Tracker</i>									

[F] Ally McSween (McSween's Cutthroats) [1] Hero (Heavy Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [110] Throwing Daggers (12", Piercing(1))	6	3+	4+	4+	0	5	11/13	2	[110]
<i>Special Rules: Crushing Strength(1),Duelist, Individual, Inspiring(Self only),Rampage(Melee D3),Scout, Spellward, Stealthy, Master Thief Keywords: Halfling, Ravenous, Rogue, Tracker</i>									

Total Units: 16 **Total Unit Strength:** 27
Total Primary Core Points: 2300 (100.0%)

Custom Rule	Description
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)
Gadgets and Gizmos	After both players have deployed, nominate a single core friendly Infantry unit. This unit gains the Tinker keyword and Iron Resolve special rule.
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.

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.
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 doubles its number of Attacks.
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. 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 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 one point of damage previously suffered.
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 suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. Pathfinder units are not Hindered when making a Charge through 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.
Rampage	When attacking an enemy unit with the Infantry, Heavy Infantry, Swarm or Cavalry unit type, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
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.
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.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
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, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.

Spell

Description

Special Rules

Artefact

Description