

# Halflings Shoot & Charge

2300 / 2300 VALID



## Halflings [2300]

Stalwarts	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde (40) [190] <i>Special Rules: Spellward Keywords: Halfling, Ravenous</i>	5	4+	-	5+	4	25	20/22	2	[190]
Inf Horde (40) [190] <i>Special Rules: Spellward Keywords: Halfling, Ravenous</i>	5	4+	-	5+	4	25	20/22	2	[190]

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

Aeronauts*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Regiment (3) [180] Blade of Slashing <i>Special Rules: Blast(D3), Crushing Strength(2), Fly, Pathfinder, Bombing Run Keywords: Halfling, Tinker</i>	7	4+	-	5+	2	9	13/15	5	[175] [5]
Lrg Cav Regiment (3) [195] Brew of Haste <i>Special Rules: Blast(D3), Crushing Strength(2), Fly, Pathfinder, Bombing Run Keywords: Halfling, Tinker</i>	8	4+	-	5+	2	9	13/15	5	[175] [20]

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

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) Keywords: Halfling, Ravenous, Tinker, Troll</i>	5	3+	-	4+	1	D6+8	13/15	3	[140]

Iron Beast	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [240] 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 Keywords: Halfling, Ravenous, Tinker</i>	5	4+	4+	6+	1	D6+10	16/18	5	[210] [30]

Engineer	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [90] Aura (Wild charge(+1) - Tinker only) Gadgets and Gizmos Halfling Carbine (18", Att: 4, Piercing(1)) <i>Special Rules: Individual, Inspiring, Gadgets and Gizmos Keywords: Halfling, Tinker</i>	5	5+	4+	4+	0	1	10/12	2	[75] [10] [5]

Muster Captain on Winged Aralez	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Mon) 1 [200] Relentless <i>Special Rules: Crushing Strength(2), Fly, Inspiring, Iron Resolve, Nimble, Spellward, Thunderous Charge(1), Relentless Keywords: Aralez, Halfling, Ravenous</i>	10	3+	-	5+	1	7	14/16	5	[195] [5]

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

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

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

**Total Units:** 16      **Total Unit Strength:** 25  
**Total Primary Core Points:** 2300 (100.0%)

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

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+.
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.
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. 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.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previously suffered.
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.
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.
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.

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.
Brew of Haste	This unit increases its Speed stat by +1.