

Masters Andy marshall

2345 / 2345 VALID



Halflings [2345]

Stalwarts	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [210] Heroes of Hoddenburg Special Rules: Spellward, Elite(Melee), Inspiring Keywords: Halfling, Ravenous	5	4+	-	5+	4	25	20/22	2	[190] [20]
Inf Horde [210] Hammer of Measured Force Special Rules: Spellward Keywords: Halfling, Ravenous	5	4+	-	5+	4	25	20/22	2	[190] [20]

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

Juggers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [220] Brew of Strength Special Rules: Iron Resolve, Nimble, Spellward, Thunderous Charge(2), Crushing Strength(1) Keywords: Aralez, Halfling, Ravenous	8	3+	-	5+	3	16	13/15	3	[190] [30]
Cav Regiment [210] Brew of Haste Special Rules: Iron Resolve, Nimble, Spellward, Thunderous Charge(2) Keywords: Aralez, Halfling, Ravenous	9	3+	-	5+	3	16	13/15	3	[190] [20]

Harvester	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon (Chariot) 1 [140] Special Rules: Big Shield, Brutal, Crushing Strength(1), Thunderous Charge(1) Keywords: Halfling, Ravenous, Tinker, Troll	5	3+	-	4+	1	D6+8	13/15	3	[140]
Mon (Chariot) 1 [140] Special Rules: Big Shield, Brutal, Crushing Strength(1), Thunderous Charge(1) 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 [155] Relentless Miniature Aralez Sure-footed Captain Blade of the Beast Slayer Special Rules: Crushing Strength(1 / +2 vs Large Infantry, Monstrous Infantry, Large Cavalry, Monsters and Titans), Individual, Mighty, Spellward, Very Inspiring, Relentless, Aura(Strider - Ravenous only) Keywords: Halfling, Ravenous	8	3+	-	5+	0	5	12/14	3	[80] [5] [35] [15] [20]

Sauceror	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 [130] Miniature Aralez Lute of Insatiable Darkness Bane Chant (2) Special Rules: Individual, Spellward, Gastromancy Keywords: Halfling, Ravenous	8	5+	-	4+	0	1	9/11	3	[80] [25] [25]

Muster Captain on Winged Aralez	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Mon) 1 [200] Blade of Slashing Special Rules: 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] [5]
Hero (Mon) 1 [205] Mead of Madness Special Rules: Crushing Strength(2), Fly, Inspiring, Iron Resolve, Nimble, Spellward, Thunderous Charge(1), Wild Charge(1) Keywords: Aralez, Halfling, Ravenous	10	3+	-	5+	1	7	14/16	5	[195] [10]

[F] Spearspikes (Wild Saucery)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [115] Sacred Horn Special Rules: Phalanx, Spellward, Gastromancy Keywords: Halfling, Ravenous	5	5+	-	4+	2	15	12/14	2	[100] [15]

[F] Wild Runners (Wild Saucery)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop [100] Shortbows (18", Steady Aim) <i>Special Rules:</i> Iron Resolve, Nimble, Spellward, Good Cooking <i>Keywords:</i> Aralez, Halfling, Ravenous	8	4+	5+	3+	1	7	9/11	3	[100]

[F] Wild Runners (Wild Saucery)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop [100] Shortbows (18", Steady Aim) <i>Special Rules:</i> Iron Resolve, Nimble, Spellward, Good Cooking <i>Keywords:</i> Aralez, Halfling, Ravenous	8	4+	5+	3+	1	7	9/11	3	[100]

Total Units: 15 **Total Unit Strength:** 26
Total Primary Core Points: 2345 (100.0%)

Custom Rule	Description
Halfling Hot Pot	When this unit rolls to determine the effects of Gastronomancy, 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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
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.
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)
Good Cooking	While within 6" of a core friendly unit with the Gastromancy Special Rule, this unit is considered Fearless and gains the Elite (Ranged) Special rule.
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.
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 unimpeded Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.

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.
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.
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).
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.

Spell	Description	Special Rules
Bane Chant Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.	

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.
Mead of Madness	The unit gains the Wild Charge (+1) special rule.
Sacred Horn	The unit gains as additional 3inch range to all of its Auras.
Blade of the Beast Slayer	The unit gains the Crushing Strength (+2 - vs. Large Infantry, Monstrous Infantry, Large Cavalry, Monsters and Titans) special rule.
Brew of Haste	This unit increases its Speed stat by +1.
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.