

Fifelings of Down Fey's Lynn Full pig

2300 / 2300 VALID



Halflings [2300]

Braves	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [135]	5	5+	-	4+	3	25	20/21	2	[130]
Staying Stone									
Special Rules: Spellward Keywords: Halfling, Ravenous									

Spearspikes	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [150]	5	5+	-	4+	3	30	19/21	2	[150]
Special Rules: Phalanx, Spellward Keywords: Halfling, Ravenous									

Poachers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop [110]	5	4+	4+	3+	1	10	9/11	2	[110]
Bows (24")									
Special Rules: Pathfinder, Scout, Spellward, Stealthy, Vicious(Melee) Keywords: Halfling, Ravenous, Rogue, Tracker									

Halfling Rifles	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop [80]	5	5+	5+	3+	1	8	8/10	2	[80]
Halfling Rifles (18", Piercing(1),Steady Aim)									
Special Rules: Spellward Keywords: Halfling, Ravenous, Tinker									

Juggers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop [125]	8	3+	-	5+	1	8	10/12	3	[125]
Special Rules: Iron Resolve, Nimble, Spellward, Thunderous Charge(2) Keywords: Aralez, Halfling, Ravenous									

Wild Lancers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [150]	8	3+	-	4+	3	14	12/14	3	[145]
Relentless									
Special Rules: Iron Resolve, Nimble, Spellward, Thunderous Charge(1),Relentless Keywords: Aralez, Halfling, Ravenous									
Cav Regiment [150]	8	3+	-	4+	3	14	12/14	3	[145]
Relentless									
Special Rules: Iron Resolve, Nimble, Spellward, Thunderous Charge(1),Relentless Keywords: Aralez, Halfling, Ravenous									

Wild Runners	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [170]	8	4+	5+	3+	3	14	12/14	3	[145]
Blackpowder Weapons									
Orb of Towering Presence									
Blackpowder Weapons (18", Piercing(1),Steady Aim)									
Special Rules: Iron Resolve, Nimble, Spellward Keywords: Aralez, Halfling, Ravenous									

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									

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 [225]	5	4+	4+	6+	2	D6+10	16/18	5	[210]
Pride of the Shires									
Halfling Handgun (18", Att: 5, Piercing(1),Steady Aim)									
Special Rules: Crushing Strength(2),Inspiring, Strider, Aura(Headstrong) Keywords: Halfling, Ravenous, Tinker									

Engineer	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [115]	5	5+	4+	4+	0	1	10/12	2	[75]
Aura (Wild charge(+1) - Tinker only) Radiance of Life (Tinker only) Halfling Long Rifle Halfling Long Rifle (24", Att: 3, Ranged: 3+, Piercing(2)) Special Rules: Command, Individual, Inspiring Keywords: Halfling, Tinker									

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

Sauceror	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 [75]	8	5+	-	4+	0	1	9/11	3	[50]
Miniature Aralez Special Rules: Individual, Spellward, Gastromancy Keywords: Halfling, Ravenous									

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

Total Units: 16 **Total Unit Strength:** 26
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.
Bombing Run	In Melee, this unit will always hit the enemy on a 4+ regardless of any other modifiers.
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+.
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.
Bombing Run	In Melee, this unit will always hit the enemy on a 4+ regardless of any other modifiers.
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.

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.
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)
Halfling Hot Pot	When this unit rolls to determine the effects of Gastromancy, it may re-roll any results of a 1.
Headstrong	If a unit with this rule begins its turn Wavering, roll a die before declaring a Movement order (including Halt) for this unit. On a 3+ it shrugs off the effects of Wavering and is Disordered instead. Adjust any counters on the unit as required.
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.
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.
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.
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.
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).
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
Staying Stone	The unit gains +1 to its Wavering stat value.

Orb of Towering Presence May not be taken by units with the Individual or Fly special rules. Increases the unit's Unit Strength by one, to a maximum of four.