



HALFLINGS (BETA)

NEUTRAL

Spearspikes

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	5	-	4	2	4	30	19/21	165
Relentless									5
Phalanx, Spellward									[170]
Keywords: Halfling, Ravenous									
Horde(40)	5	5	-	4	2	4	30	19/21	165
Relentless									5
Phalanx, Spellward									[170]
Keywords: Halfling, Ravenous									

Stalwarts

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	4	-	5	2	3	12	13/15	115
Relentless									5
Spellward									[120]
Keywords: Halfling, Ravenous									
Regiment(20)	5	4	-	5	2	3	12	13/15	115
Relentless									5
Spellward									[120]
Keywords: Halfling, Ravenous									
Regiment(20)	5	4	-	5	2	3	12	13/15	115
Relentless									5
Spellward									[120]
Keywords: Halfling, Ravenous									
Regiment(20)	5	4	-	5	2	3	12	13/15	115
Relentless									5
Spellward									[120]
Keywords: Halfling, Ravenous									

Ej Grenadiers*

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	10	4	-	4	2	2	9	11/13	[105]
Brutal (D3), Fly, Nimble									
Keywords: Halfling, Tinker									
Regiment(3)	10	4	-	4	2	2	9	11/13	[105]
Brutal (D3), Fly, Nimble									
Keywords: Halfling, Tinker									

Volley Gun

War Engine

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	-	5	4	2	0	12	9/11	[85]
Volley Gun (24", Piercing (2), Reload)									
Keywords: Artillery, Halfling, Ravenous, Tinker									
1	5	-	5	4	2	0	12	9/11	[85]
Volley Gun (24", Piercing (2), Reload)									
Keywords: Artillery, Halfling, Ravenous, Tinker									

Iron Beast										Titan
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	4	4	6	5	1	D6+10	15/17	210	
Pride of the Shires [1]									30	
Crushing Strength (2), Strider, Inspiring, Aura (Headstrong), Aura (Spellward)									[240]	
Halfling Handgun (18", Att: 5, Piercing (1), Steady Aim)										
Keywords: Halfling, Ravenous, Tinker										
Sauceror										Hero
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	5	-	4	2	0	1	9/11	[80]	
Gastromancy, Individual, Spellward										
Keywords: Halfling, Ravenous										
1	5	5	-	4	2	0	1	9/11	[80]	
Gastromancy, Individual, Spellward										
Keywords: Halfling, Ravenous										
Engineer										Hero
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	5	3	4	2	0	1	10/12	75	
Radiance of Life (Tinker only)									15	
Swap Halfling Carbine for Halfling Long Rifle: Lose Halfling Carbine, gain ranged attack: Ra 3+ - Range 24" Att:3, Piercing (2)									15	
									[105]	
Individual, Inspiring, Radiance of Life (Tinker only)										
Halfling Long Rifle (24" Att:3, Piercing (2))										
Keywords: Halfling, Tinker										
1	5	5	4	4	2	0	1	10/12	75	
Aura (Wild charge(+1) - Tinker only)									10	
Radiance of Life (Tinker only)									15	
Gadgets and Gizmos [1]									5	
									[105]	
Individual, Inspiring, Aura (Wild charge (+1) - Tinker only), Radiance of Life (Tinker only)										
Halfling Carbine (18" Piercing (1) Att: 4)										
Keywords: Halfling, Tinker										
Sergeant										Hero
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	-	5	2	0	3	10/12	55	
Sacred Horn									15	
Relentless									5	
The Standard of Hodenburg [1]									25	
									[100]	
Crushing Strength (1), Individual, Inspiring, Spellward, Aura (Elite (Melee) - Infantry only)										
Keywords: Halfling, Ravenous										
Feast Master										Hero
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	4	4	2	0	5	11/13	[90]	
Crushing Strength (1), Duelist, Individual, Inspiring, Scout, Spellward										
Throwing Cleaver (12", Piercing (1))										
Keywords: Halfling, Ravenous, Rogue, Tracker										

Total Unit Strength: 25

Total Core: 2000 (100%)

Total Units: 17



SPECIAL RULES AND SPELLS:

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.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (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 <i>Brutal</i> and <i>Dread</i> 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 <i>Individuals</i> 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 <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
Gadgets and Gizmos [1]	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. If an (n) value is listed in the Special Rule, (n) is equal to the number of dice rolled that score a 4+. <ul style="list-style-type: none"> • Aura (Wild Charge (+n) - Ravenous only) • Aura (Brutal (n) - Ravenous only) • Aura (Lifeleech (+n) - Ravenous only) • Rally (n - Ravenous only)
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 page 34 (page 30 in gamers edition)
Inspiring	If this unit, or any Friendly Core unit within 6" 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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
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.
Phalanx	Units that Charge this unit's front cannot use the <i>Thunderous Charge</i> special rule. In addition, Cavalry, Large Cavalry and units with the <i>Fly</i> 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.
Pride of the Shires [1]	This unit gains the Inspiring and Aura: Headstrong special rule
Radiance of Life	In the Movement phase, after this unit has completed its order, this unit and all Friendly Core units within 6" of this unit immediately remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn.
Relentless	Once per game, when attacking a unit that currently has at least one point of damage, after the unit rolls to damage in melee you may choose to reroll 3 of the dice that failed to damage.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
Sacred Horn	The unit gains as additional 3" range to all of its Auras.
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 <i>Scout</i> 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 (friend or foe) targeting this unit are resolved at an additional -1 to hit modifier. Note that a natural roll of a 6 will still always hit.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Strider	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
The Standard of Hodenburg	This unit gains the Aura (Elite(Melee)) - Infantry only special rule.

[1]