

ALEXANDER'S HALFLINGS



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]
Phalanx, Spellward Keywords: Halfling, Ravenous									
Horde(40)	5	5	-	4	2	4	30	19/21	[165]
Phalanx, Spellward Keywords: Halfling, Ravenous									

Wild Runners (Melee)

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(20)	8	3	-	4	3	4	28	19/21	265
Maccwar's Potion of the Caterpillar									
Iron Resolve, Nimble, Spellward, Thunderous Charge (1) Keywords: Aralez, Halfling, Ravenous									
Horde(20)	8	3	-	4	3	4	28	19/21	265
Staying Stone									
Iron Resolve, Nimble, Spellward, Thunderous Charge (1) Keywords: Aralez, Halfling, Ravenous									
Horde(20)	8	3	-	4	3	4	28	19/21	265
Iron Resolve, Nimble, Spellward, Thunderous Charge (1) Keywords: Aralez, Halfling, Ravenous									
Horde(20)	8	3	-	4	3	4	28	19/21	265
Iron Resolve, Nimble, Spellward, Thunderous Charge (1) Keywords: Aralez, Halfling, Ravenous									

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									
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]									
Crushing Strength (2), Strider, Inspiring, Aura (Headstrong), Aura (Spellward) Halfling Handgun (18", Att: 5, Piercing (1), Steady Aim) Keywords: Halfling, Ravenous, Tinker									
									30
									[240]

Sauceror										Hero (Cav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	5	-	4	3	0	1	9/11	80	
Mount on a miniature aralez, increasing Speed to 8 changing to Hero (Cav - Height: 3)										25
Gastromancy, Individual, Spellward										[105]
Keywords: Halfling, Ravenous										
1	8	5	-	4	3	0	1	9/11	80	
Mount on a miniature aralez, increasing Speed to 8 changing to Hero (Cav - Height: 3)										25
Gastromancy, Individual, Spellward										[105]
Keywords: Halfling, Ravenous										
Engineer										Hero
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	5	4	4	2	0	1	10/12	[75]	
Individual, Inspiring										
Halfling Carbine (18" Piercing (1) Att: 4)										
Keywords: Halfling, Tinker										
Ally McSween [1]										Hero
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	4	4	2	0	5	11/13	[105]	
Crushing Strength (1), Duelist, Individual, Inspiring (Self only), Master Thief, Scout, Spellward, Stealthy										
Throwing Daggers (12", Piercing (1))										
Keywords: Halfling, Ravenous, Rogue, Tracker										

Total Unit Strength: 25
Total Core: 2300 (100%)

Total Units: 14



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.
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.
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.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previous suffered.
Maccwar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> 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.
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
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 <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.
Staying Stone	The unit gains +1 to its Wavering stat value.
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 <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).