

Target
2300
Points

MATT HALFLINGS

Target
2300
Points



HALFLINGS (BETA)

NEUTRAL

Braves

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	5	-	4	2	2	12	12/14	[80]
Spellward Keywords: Halfling, Ravenous									
Regiment(20)	5	5	-	4	2	2	12	12/14	[80]
Spellward 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
Fire-Oil									
Brutal (D3), Fly, Nimble Keywords: Halfling, Tinker									
Regiment(3)	10	4	-	4	2	2	9	11/13	105
Helm of Confidence									
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									
Regiment(3)	10	4	-	4	2	2	9	11/13	[105]
Brutal (D3), Fly, Nimble Keywords: Halfling, Tinker									

Aeronauts										Large Cavalry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(3)	7	4	-	5	5	2	9	13/15	170	
Blade of Slashing									5	
Blast (D3), Bombing Run, Brutal, Crushing Strength (2), Fly, Pathfinder									[175]	
Keywords: Halfling, Tinker										
Regiment(3)	7	4	-	5	5	2	9	13/15	170	
Mead of Madness									10	
Blast (D3), Bombing Run, Brutal, Crushing Strength (2), Fly, Pathfinder									[180]	
Keywords: Halfling, Tinker										
Regiment(3)	7	4	-	5	5	2	9	13/15	170	
Blood of the Old King									15	
Blast (D3), Bombing Run, Brutal, Crushing Strength (2), Fly, Pathfinder									[185]	
Keywords: Halfling, Tinker										
Regiment(3)	7	4	-	5	5	2	9	13/15	170	
Blessing of the Gods									20	
Blast (D3), Bombing Run, Brutal, Crushing Strength (2), Fly, Pathfinder									[190]	
Keywords: Halfling, Tinker										
Regiment(3)	7	4	-	5	5	2	9	13/15	170	
Brew of Haste									20	
Blast (D3), Bombing Run, Brutal, Crushing Strength (2), Fly, Pathfinder									[190]	
Keywords: Halfling, Tinker										
Regiment(3)	7	4	-	5	5	2	9	13/15	[170]	
Blast (D3), Bombing Run, Brutal, Crushing Strength (2), Fly, Pathfinder										
Keywords: Halfling, Tinker										
Regiment(3)	7	4	-	5	5	2	9	13/15	[170]	
Blast (D3), Bombing Run, Brutal, Crushing Strength (2), Fly, Pathfinder										
Keywords: Halfling, Tinker										
Regiment(3)	7	4	-	5	5	2	9	13/15	[170]	
Blast (D3), Bombing Run, Brutal, Crushing Strength (2), Fly, Pathfinder										
Keywords: Halfling, Tinker										
Engineer										Hero
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	5	4	4	2	0	1	10/12	75	
Wings of Honeymaze									40	
Aura (Wild charge(+1) - Tinker only)									10	
Radiance of Life (Tinker only)									15	
									[140]	
Individual, Inspiring, Aura (Wild charge (+1) - Tinker only), Radiance of Life (Tinker only)										
Halfling Carbine (18" Piercing (1) Att: 4)										
Keywords: Halfling, Tinker										
1	5	5	4	4	2	0	1	10/12	75	
Shroud of the Saint									30	
Aura (Wild charge(+1) - Tinker only)									10	
Radiance of Life (Tinker only)									15	
									[130]	
Individual, Inspiring, Aura (Wild charge (+1) - Tinker only), Radiance of Life (Tinker only)										
Halfling Carbine (18" Piercing (1) Att: 4)										
Keywords: Halfling, Tinker										

Total Unit Strength: 28
Total Core: 2300 (100%)

Total Units: 16



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.
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
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.
Blessing of the Gods	The unit gains the <i>Elite</i> special rule.
Blood of the Old King	Once per game, the unit gains <i>Elite</i> (Melee) and <i>Vicious</i> (Melee) for one Turn. This must be declared before the unit rolls any attacks. For each die re-rolled, the unit receives an immediate point of damage on itself. No Nerve test is required for this self-inflicted damage.
Bombing Run	In Melee, this unit will always hit the enemy on a 4+ regardless of any other modifiers.
Brew of Haste	This unit increases its Speed stat by +1.
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.
Fire-Oil	The unit gains both the <i>Crushing Strength</i> special rule (+1 - vs. units with <i>Regeneration</i> and the <i>Piercing</i> special rule (+1 - vs. units with <i>Regeneration</i>).
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.
Helm of Confidence	The unit gains the <i>Inspiring</i> (Self) special rule.
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.
Mead of Madness	The unit gains the <i>Wild Charge</i> (+1) special rule.
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.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge though Difficult Terrain.
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.
Shroud of the Saint	The unit gains the Heal (3) spell, or if the unit already has a Heal spell, its value is increased by 3.
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.
Wings of Honeymaze	Individuals only. The unit gains the <i>Fly</i> special rule and increases its Speed stat to 10, but decreases its Defence stat by -1 to a minimum of 2.