



## HALFLINGS (BETA)

NEUTRAL

### Braves

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	5	-	4	2	3	25	19/21	[130]
Spellward Keywords: Halfling, Ravenous									
Horde(40)	5	5	-	4	2	3	25	19/21	[130]
Spellward Keywords: Halfling, Ravenous									

### Stalwarts

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	5	4	-	5	2	1	10	9/11	[75]
Spellward Keywords: Halfling, Ravenous									
Troop(10)	5	4	-	5	2	1	10	9/11	[75]
Spellward Keywords: Halfling, Ravenous									
Troop(10)	5	4	-	5	2	1	10	9/11	[75]
Spellward Keywords: Halfling, Ravenous									

### Halfling Rifles

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	5	5	3	2	3	20	19/21	[200]
Spellward Halfling Rifles (18", Piercing (1), Steady Aim) Keywords: Halfling, Ravenous, Tinker									
Horde(40)	5	5	5	3	2	3	20	19/21	[200]
Spellward Halfling Rifles (18", Piercing (1), Steady Aim) Keywords: Halfling, Ravenous, Tinker									

### 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									
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
Mead of Madness									
									10
Blast (D3), Bombing Run, Brutal, Crushing Strength (2), Fly, Pathfinder 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 Keywords: Halfling, Tinker									
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 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										
Harvester										Monster
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	-	4	3	1	D6+8	13/15	[140]	
Big Shield, Brutal, Crushing Strength (1), Thunderous Charge (1) Keywords: Halfling, Ravenous, Tinker, Troll										
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										
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 Aura (Wild charge(+1) - Tinker only)										
Individual, Inspiring, Aura (Wild charge (+1) - Tinker only) Halfling Carbine (18" Piercing (1) Att: 4) Keywords: Halfling, Tinker										
										40
										10
										[125]
Sergeant										Hero
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	-	5	2	0	3	10/12	55	
The Standard of Hodenburg [1]										
Crushing Strength (1), Individual, Inspiring, Spellward, Aura (Elite (Melee) - Infantry only) Keywords: Halfling, Ravenous										
										25
										[80]
Greedyguts [1]										Hero
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	-	4	2	0	8	-/16	[115]	
Crushing Strength (1), Dread, Individual, Lifeleech (3), Wild Charge (D3) Keywords: Halfling, Ravenous										

Total Unit Strength: 28

Total Core: 2450 (100%)

Total Units: 20



## SPECIAL RULES AND SPELLS:

<b>Aura</b>	(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.
<b>Big Shield</b>	All attacks (Ranged and Melee) against the target unit's front facing treat its defence as 6+.
<b>Blade of Slashing</b>	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
<b>Blast</b>	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.
<b>Blood of the Old King</b>	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.
<b>Bombing Run</b>	In Melee, this unit will always hit the enemy on a 4+ regardless of any other modifiers.
<b>Brutal</b>	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.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.

<b>Dread</b>	While within 6" of this unit, Enemy units have -1 to their Wavering and Rout Nerve values, in addition to any other modifiers that may apply. A unit can only be affected by a single source of <i>Dread</i> - multiple sources are not cumulative. If an Enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules or the <i>Shattering</i> and <i>Dread</i> special rules, the attacking player must choose to use either the <i>Brutal/Shattering</i> or the <i>Dread</i> modifiers. Both cannot be applied against the same unit.
<b>Fly</b>	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.
<b>Gastromancy</b>	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"> <li>• Aura (Wild Charge (+n) - Ravenous only)</li> <li>• Aura (Brutal (n) - Ravenous only)</li> <li>• Aura (Lifeleech (+n) - Ravenous only)</li> <li>• Rally (n - Ravenous only)</li> </ul>
<b>Individual</b>	See page 34 (page 30 in gamers edition)
<b>Inspiring</b>	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.
<b>Lifeleech</b>	When this unit completes its to-hit and to-damage rolls in Melee combat, it regains one point of damage it has previously suffered for every point of damage it causes on the enemy unit, up to a maximum of n. <i>Lifeleech</i> has a maximum total of 3.
<b>Mead of Madness</b>	The unit gains the <i>Wild Charge</i> (+1) special rule.
<b>Nimble</b>	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.
<b>Pathfinder</b>	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.
<b>Piercing</b>	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
<b>Reload</b>	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
<b>Spellward</b>	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.
<b>Steady Aim</b>	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
<b>The Standard of Hodenburg</b>	This unit gains the Aura (Elite(Melee)) - Infantry only special rule.
<b>[1]</b>	
<b>Thunderous Charge</b>	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).
<b>Wild Charge</b>	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 <i>Wild Charge</i> (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge</i> (D3)). In these cases, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.
<b>Wings of Honeymaze</b>	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.