

# HALFINGS - NKGTT - DANIEL KING



## HALFLINGS

NEUTRAL

### Stalwarts

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	5	4	-	4	2	1	10	9/11	75
Exchange shields for two-handed weapons, lowering Defence to 4+ and gaining Crushing Strength (1)									0
Spellward, Crushing Strength (1) Keywords: Halfling, Ravenous									[75]
Troop(10)	5	4	-	4	2	1	10	9/11	75
Exchange shields for two-handed weapons, lowering Defence to 4+ and gaining Crushing Strength (1)									0
Spellward, Crushing Strength (1) Keywords: Halfling, Ravenous									[75]

### 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									

### 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									

### Forest Trolls

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	4	-	5	3	3	18	15/17	[205]
Crushing Strength (2), Pathfinder, Regeneration (5+) Keywords: Troll									
Horde(6)	6	4	-	5	3	3	18	15/17	[205]
Crushing Strength (2), Pathfinder, Regeneration (5+) Keywords: Troll									
Horde(6)	6	4	-	5	3	3	18	15/17	[205]
Crushing Strength (2), Pathfinder, Regeneration (5+) Keywords: Troll									

### Aeronauts\*

Large Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	7	4	-	5	5	2	9	13/15	175
Blade of Slashing									5
Blast (D3), Bombing Run, Crushing Strength (2), Fly, Pathfinder Keywords: Halfling, Tinker									[180]
Regiment(3)	7	4	-	5	5	2	9	13/15	[175]
Blast (D3), Bombing Run, 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										
1	5	-	5	4	2	0	12	9/11	[85]	
Volley Gun (24", Piercing (2), Reload)										
Keywords: Artillery, Halfling, Ravenous, Tinker										

  

Engineer										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	5	3	4	2	0	1	10/12	75	
Banner of Abbetshire										20
Aura (Wild charge(+1) - Tinker only)										10
Swap Halfling Carbine for Halfling Long Rifle: Lose Halfling Carbine, gain ranged attack: Ra 3+ - Range 24" Att:3, Piercing (2)										15
										[120]
Individual, Inspiring, Aura (Wild charge (+1) - Tinker only)										
Halfling Long Rifle (24" Att:3, Piercing (2))										
Keywords: Halfling, Tinker										

  

Sergeant										Hero (Cav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	3	-	5	3	0	3	10/12	55	
Gnome-Glass Shield										10
Mount on a miniature aralez, increasing Speed to 8 changing to Hero (Cav - Height: 3)										25
										[90]
Crushing Strength (1), Individual, Inspiring, Spellward										
Keywords: Halfling, Ravenous										

  

Muster Captain on Winged Aralez										Hero (Mon)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	5	5	1	7	14/16	195	
Relentless										5
										[200]
Crushing Strength (2), Fly, Inspiring, Iron Resolve, Nimble, Spellward, Thunderous Charge (1)										
Keywords: Aralez, Halfling, Ravenous										

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

Total Units: 17



## 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>Banner of Abbetshire</b>	The unit gains Aura (Spellward) special rule.
<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>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>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>Gnome-Glass Shield</b>	Individuals only. The unit's Defence is increased by 2 to a maximum of 6. Immediately after the unit suffers damage for the first time (from any source) the Gnome-Glass Shield shatters and its Defence returns to normal for the rest of the game.
<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>Iron Resolve</b>	If this unit is Steady as a result of a Nerve test, it regains one point of damage previous suffered.
<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 Terrian.
<b>Piercing</b>	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
<b>Regeneration</b>	Every time this unit receives a Movement order (including Halt), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered.
<b>Relentless</b>	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.
<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, both Friendly and Enemy, targeting this unit suffer a -1 to hit modifier. Note that rolls of natural unmodified 6s still always hit.
<b>Steady Aim</b>	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
<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).