

HALFLING - SPARE PLAYER LIST



HALFLINGS

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
Diadem of Dragonkind									30
Spellward									[160]
Keywords: Halfling, Ravenous									

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)									[75]
Keywords: Halfling, Ravenous									
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)									[75]
Keywords: Halfling, Ravenous									
Regiment(20)	5	4	-	4	2	3	12	13/15	115
Exchange shields for two-handed weapons, lowering Defence to 4+ and gaining Crushing Strength (1)									0
Spellward, Crushing Strength (1)									[115]
Keywords: Halfling, Ravenous									

Wild Lancers

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	8	3	-	4	3	3	14	12/14	155
Relentless									5
Iron Resolve, Nimble, Spellward, Thunderous Charge (1)									[160]
Keywords: Aralez, Halfling, Ravenous									
Regiment(10)	8	3	-	4	3	3	14	12/14	155
Relentless									5
Iron Resolve, Nimble, Spellward, Thunderous Charge (1)									[160]
Keywords: Aralez, Halfling, Ravenous									

Wild Runners

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	8	4	5	3	3	2	14	12/14	145
Exchange Shortbows for Blackpowder Weapons: 18", Piercing (1), Steady Aim									15
Iron Resolve, Nimble, Spellward									[160]
Shortbows (18", Steady Aim), Blackpowder Weapons (18", Piercing (1), Steady Aim)									
Keywords: Aralez, Halfling, Ravenous									
Regiment(10)	8	4	5	3	3	2	14	12/14	145
Exchange Shortbows for Blackpowder Weapons: 18", Piercing (1), Steady Aim									15
Iron Resolve, Nimble, Spellward									[160]
Shortbows (18", Steady Aim), Blackpowder Weapons (18", Piercing (1), Steady Aim)									
Keywords: Aralez, 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									

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]	
Blast (D3), Bombing Run, Crushing Strength (2), Fly, Pathfinder Keywords: Halfling, Tinker										
Harvester								Monster (Cht)		
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										
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										
Iron Beast								Titan		
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	4	4	6	5	1	D6+10	16/18	210	
Pride of the Shires [1] - gain Inspiring and Aura (Headstrong)										
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	
Inspiring Talisman										
Mount on a miniature aralez, increasing Speed to 8 changing to Hero (Cav - Height: 3)										
									20	
									25	
									[125]	
Gastromancy, Individual, Spellward Keywords: Halfling, Ravenous										
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	
Ej Periscope										
Radiance of Life (Tinker only)										
Swap Halfling Carbine for Halfling Long Rifle: Lose Halfling Carbine, gain ranged attack: Ra										
3+ - Range 24" Att:3, Piercing (2)										
									5	
									15	
									15	
									[110]	
Individual, Inspiring, Radiance of Life (Tinker only) Halfling Long Rifle (24" Att:3, Piercing (2)) Keywords: Halfling, Tinker										
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: 26
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.
Big Shield	All attacks (Ranged and Melee) against the target unit's front facing treat its defence as 6+.
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.
Bombing Run	In Melee, this unit will always hit the enemy on a 4+ regardless of any other modifiers.

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.
Diadem of Dragonkind	The unit gains the Fireball (8) spell, or if the unit already has a Fireball spell, its value is increased by 6.
Ej Periscope	Infantry and Heavy Infantry only. This unit increases its Height by 1 when it draws Line of Sight.
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.
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 until the start of its following Movement Phase. 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.
Inspiring Talisman	The unit gains the <i>Inspiring</i> special rule.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previous suffered.
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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
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 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.
Spellward	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.
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.
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).