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]
Spellward Keywords: 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
									[160]
Iron Resolve, Nimble, Spellward 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
									[160]
Iron Resolve, Nimble, Spellward 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									
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									

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
									[180]
Blast (D3), Bombing Run, Crushing Strength (2), Fly, Pathfinder Keywords: Halfling, Tinker									
Regiment(3)	7	4	-	5	5	2	9	13/15	[175]
Blast (D3), Bombing Run, Crushing Strength (2), Fly, Pathfinder Keywords: Halfling, Tinker									
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

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

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)									30
									[240]

Crushing Strength (2), Strider, Inspiring, Aura (Headstrong), Aura (Spellward)
Halfling Handgun (18", Att: 5, Piercing (1), Steady Aim)
Keywords: Halfling, Ravenous, 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
Brew of Sharpness									35
Relentless									5
									[235]

Crushing Strength (2), Fly, Inspiring, Iron Resolve, Nimble, Spellward, Thunderous Charge (1)
Keywords: Aralez, Halfling, Ravenous

Total Unit Strength: 26 — Total Units: 14
Total Core: 2300 (100%)

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+.
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.
Bombing Run	In Melee, this unit will always hit the enemy on a 4+ regardless of any other modifiers.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest *Brutal* (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 *Brutal* and *Dread* 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.
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 *Fly* special rule. In addition, if a unit with *Fly* also has the *Nimble* special rule, then the *Nimble* special rule is also lost while the unit is Disordered.
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.
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 *Inspiring* 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.
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. *Pathfinder* units are not Hindered when making a Charge though Difficult Terrian.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Regeneration	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.
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.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
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 *Crushing Strength* (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).