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
Healing Brew									5
									[135]

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
The Scrying Gem									25
									[225]

Spellward
Halfling Rifles (18", Piercing (1), Steady Aim)
Keywords: Halfling, Ravenous, Tinker

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]

Iron Resolve, Nimble, Spellward, Thunderous Charge (1)
Keywords: Aralez, Halfling, Ravenous

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	8	3	-	4	3	3	14	12/14	[155]

Iron Resolve, Nimble, Spellward, Thunderous Charge (1)
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]

Iron Resolve, Nimble, Spellward
Shortbows (18", Steady Aim)
Keywords: Aralez, Halfling, Ravenous

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	8	4	5	3	3	2	14	12/14	[145]

Iron Resolve, Nimble, Spellward
Shortbows (18", 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

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

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

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

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

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

Sauceror — Hero (Hv Inf)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	5	-	4	2	0	1	9/11	80
Inspiring Talisman									20
									[100]

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
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
Gadgets and Gizmos [1]									5
									[105]

Individual, Inspiring, Aura (Wild charge (+1) - Tinker only), Gadgets and Gizmos
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
Staying Stone									5
Relentless									5
									[205]

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

Greedyguts [1] — Hero (Hv Inf)

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), Mighty, Wild Charge (D3)
Keywords: Halfling, Ravenous

Total Unit Strength: 25 — Total Units: 17
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.
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 *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.
Dread	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 *Dread* - multiple sources are not cumulative. If an Enemy unit is subject to both the *Brutal* and *Dread* special rules or the *Shattering* and *Dread* special rules, the attacking player must choose to use either the *Brutal/Shattering* or the *Dread* modifiers. Both cannot be aplied against the same unit.
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.
Gadgets and Gizmos	After both players have deployed, nominate a single core friendly Infantry unit. This unit gains the Tinker keyword and Iron Resolve special rule
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+. • Aura (Wild Charge (+n) - Ravenous only) • Aura (Brutal (n) - Ravenous only) • Aura (Lifeleech (+n) - Ravenous only) • Rally (n - Ravenous only)
Healing Brew	Once per game, when given a Movement order, the unit may roll a single die. On a 1-3 it regains one point of damage it previously suffered. On a result of 4-6 it regains two points of damage it previously suffered.
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 *Inspiring* rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Inspiring Talisman	The unit gains the *Inspiring* special rule.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previous suffered.
Lifeleech	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. *Lifeleech* has a maximum total of 3.
Mighty	Individuals with the *Mighty* special rule are no longer Yielding.
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.
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.
Staying Stone	The unit gains +1 to its Wavering stat value.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
The Scrying Gem	When starting to deploy their units, your opponent must deploy D3+1 units instead of a single one.
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).
Wild Charge	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 *Wild Charge* (2) can Charge units up to 10” away. In some instances, the (n) value may be a variable die roll (e.g. *Wild Charge* (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.