



## HALFLINGS

NEUTRAL

### Stalwarts

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	4	-	5	2	3	12	13/15	115
Relentless Spellward Keywords: Halfling, Ravenous									5 [120]
Regiment(20)	5	4	-	5	2	3	12	13/15	115
Relentless Spellward Keywords: Halfling, Ravenous									5 [120]

### Juggers

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	8	3	-	5	3	3	16	13/15	190
Brew of Strength Relentless Iron Resolve, Nimble, Spellward, Thunderous Charge (1) Keywords: Aralez, Halfling, Ravenous									30 5 [225]
Regiment(10)	8	3	-	5	3	3	16	13/15	190
Brew of Haste Relentless Iron Resolve, Nimble, Spellward, Thunderous Charge (1) Keywords: Aralez, Halfling, Ravenous									20 5 [215]

### 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
Relentless Brutal (D3), Fly, Nimble Keywords: Halfling, Tinker									5 [110]

### Forest Troll Gunners\*

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	4	4	4	3	3	18	15/17	[230]
Crushing Strength (1), Pathfinder, Regeneration (5+) Pintle Gun (18") Keywords: Halfling, 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]
Blast (D3), Bombing Run, Crushing Strength (2), Fly, Pathfinder Keywords: Halfling, Tinker									
Regiment(3)	7	4	-	5	5	2	9	13/15	175
Mead of Madness Blast (D3), Bombing Run, Crushing Strength (2), Fly, Pathfinder Keywords: Halfling, Tinker									10 [185]

### 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 (Hv Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	5	-	4	2	0	1	9/11	80	
Gnome-Glass Shield									10	
Gastromancy, Individual, Spellward									[90]	
Keywords: Halfling, Ravenous										

  

Muster Captain										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	-	5	2	0	5	12/14	80	
Relentless									5	
Crushing Strength (1), Individual, Inspiring, Mighty, Spellward									[85]	
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	
Crushing Strength (2), Fly, Inspiring, Iron Resolve, Nimble, Spellward, Thunderous Charge (1)									[200]	
Keywords: Aralez, Halfling, Ravenous										

Total Unit Strength: 23

Total Core: 1995 (100%)

Total Units: 12



## 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>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>Brew of Haste</b>	This unit increases its Speed stat by +1.
<b>Brew of Strength</b>	The unit gains the <i>Crushing Strength</i> (+1) special rule.
<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>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 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"> <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>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>Headstrong</b>	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.
<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>Mead of Madness</b>	The unit gains the <i>Wild Charge</i> (+1) special rule.
<b>Mighty</b>	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
<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>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>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>Strider</b>	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
<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).