

# DAVE M - HALFLINGS



## 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									
Horde(40)	5	5	-	4	2	3	25	19/21	[130]
Spellward Keywords: Halfling, Ravenous									

### Stalwarts

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
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) Keywords: Halfling, Ravenous									[115]
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) Keywords: Halfling, Ravenous									[115]
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) Keywords: Halfling, Ravenous									[115]
Horde(40)	5	4	-	5	2	4	25	20/22	190
Hammer of Measured Force									20
Spellward Keywords: Halfling, Ravenous									[210]

### 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
Custom name: Log base Mead of Madness									10
Brutal (D3), Fly, Nimble Keywords: Halfling, Tinker									[115]
Regiment(3)	10	4	-	4	2	2	9	11/13	[105]
Brutal (D3), Fly, Nimble Keywords: Halfling, Tinker									

<b>Aeronauts*</b>										<b>Large Cavalry</b>	
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts		
Regiment(3)	7	4	-	5	5	2	9	13/15	175		
Custom name: Wheelbarrow 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		
Custom name: Beehive Mace of Crushing										5	
Blast (D3), Bombing Run, Crushing Strength (2), Fly, Pathfinder Keywords: Halfling, Tinker										[180]	
<b>Harvester</b>										<b>Monster (Cht)</b>	
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											
<b>Iron Beast</b>										<b>Titan</b>	
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	
Crushing Strength (2), Strider, Inspiring, Aura (Headstrong), Aura (Spellward) Halfling Handgun (18", Att: 5, Piercing (1), Steady Aim) Keywords: Halfling, Ravenous, Tinker										[240]	
<b>Sauceror</b>										<b>Hero (Cav)</b>	
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	
Gastromancy, Individual, Spellward Keywords: Halfling, Ravenous										25	
										[125]	
<b>Sergeant</b>										<b>Hero (Inf)</b>	
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts		
1	5	3	-	5	2	0	3	10/12	55		
Sacred Horn The Standard of Hodenburg [1] - gain Aura (Elite (Melee) - Infantry only)										15	
Crushing Strength (1), Individual, Inspiring, Spellward, Aura (Elite (Melee) - Infantry only) Keywords: Halfling, Ravenous										25	
										[95]	

Total Unit Strength: 29  
 Total Core: 1995 (100%)

Total Units: 14



## 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>Big Shield</b>	All attacks (Ranged and Melee) against the target unit's front facing treat its defence as 6+.
<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>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>Hammer of Measured Force</b>	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.
<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>Inspiring Talisman</b>	The unit gains the <i>Inspiring</i> special rule.
<b>Mace of Crushing</b>	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.
<b>Mead of Madness</b>	The unit gains the <i>Wild Charge</i> (+1) special rule.
<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>Sacred Horn</b>	The unit gains an additional 3" range to all of its Auras.
<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).