

League of Netherthongia

League of Rhordia (Neutral)								
Halfling Braves								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	4	5+	-	4+	25	19/21	130	Stealthy
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Halfling Archers*								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	4	6+	5+	3+	20	19/21	150	Bows (Range 24"), Stealthy
Horde(40)	4	6+	5+	3+	20	19/21	150	Bows (Range 24"), Stealthy
Household Knights								Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(5)	8	3+	-	5+	8	11/13	125	Fury, Thunderous Charge (2)
- Blade of Slashing							5	
Troop(5)	8	3+	-	5+	8	11/13	125	Fury, Thunderous Charge (2)
- Mace of Crushing							5	
Halfling Iron Beast								Monster
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	5+	-	6+	D6 +1 5	16/18	210	Base Size: (50x100mm), Breath Attack (10), Crushing Strength (2), Strider, Thunderous Charge (1)
Baron								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	8	3+	-	5+	4	10/12	70	Hero (Cav), Crushing Strength (1), Individual, Very Inspiring (Non-halfling units only)
- Mount on a horse, increasing Speed to 8 and changing to Hero (Cav)							15	
- Diadem of Dragon-kind							30	
Halfling Master Sergeant								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	7	4+	4+	5+	4	10/12	75	Hero (Cav), Bows (Range 24"), Elite, Individual, Stealthy, Thunderous Charge (1), Very Inspiring (Halflings only)
- Bow gaining Ra 4+							10	
- Mount, increase Speed to 7, gain Thunderous Charge(1), change to Hero (Cav)							15	
- Healing Brew							5	
							1250	

Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Breath Attack	The unit has a ranged attack for which you roll (n) dice rather than the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of any modifier. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
Crushing Strength	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
Diadem of Dragon-kind	The unit has the Breath Attack (10) rule.
Elite	Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.
Fury	While wavered, this unit may declare a Counter-Charge.
Healing Brew	Once per game, when given an order, this unit may remove D2 points of damage previously suffered.
Individual	<p>Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks.</p> <p>Move Individuals have the Nimble special rule.</p> <p>Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier.</p> <p>Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.</p>
Mace of Crushing	Whenever the unit rolls to damage in melee, it can re-roll one of the dice that failed to damage.
Stealthy	Enemies shooting against the unit suffer an additional -1 to hit modifier.
Strider	The unit never suffers the penalty for Hindered charges.
Thunderous Charge	All melee hits inflicted by the 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 1 when Hindered.
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule which affects Inspiring also affects Very Inspiring.