



## HALFLINGS (BETA)

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
Troop(10)	5	4	-	5	2	1	10	9/11	[75]
Spellward Keywords: Halfling, Ravenous									
Troop(10)	5	4	-	5	2	1	10	9/11	[75]
Spellward Keywords: Halfling, Ravenous									
Troop(10)	5	4	-	5	2	1	10	9/11	[75]
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]
Spellward Halfling Rifles (18", Piercing (1), Steady Aim) Keywords: Halfling, Ravenous, Tinker									
Horde(40)	5	5	5	3	2	3	20	19/21	[200]
Spellward Halfling Rifles (18", Piercing (1), Steady Aim) Keywords: Halfling, Ravenous, Tinker									

### 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									
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	170
Mead of Madness									
									10
Blast (D3), Bombing Run, Brutal, Crushing Strength (2), Fly, Pathfinder Keywords: Halfling, Tinker									
									[180]
Regiment(3)	7	4	-	5	5	2	9	13/15	170
Blood of the Old King									
									15
Blast (D3), Bombing Run, Brutal, Crushing Strength (2), Fly, Pathfinder Keywords: Halfling, Tinker									
									[185]
Regiment(3)	7	4	-	5	5	2	9	13/15	170
Blade of Slashing									
									5
Blast (D3), Bombing Run, Brutal, Crushing Strength (2), Fly, Pathfinder Keywords: Halfling, Tinker									
									[175]

## 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									
1	5	-	5	4	2	0	12	9/11	[85]
Volley Gun (24", Piercing (2), Reload) Keywords: Artillery, Halfling, Ravenous, Tinker									
1	5	-	5	4	2	0	12	9/11	[85]
Volley Gun (24", Piercing (2), Reload) Keywords: Artillery, Halfling, Ravenous, Tinker									

## Sauceror

## Hero

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	5	-	4	2	0	1	9/11	[80]
Gastromancy, Individual, Spellward Keywords: Halfling, Ravenous									

## Engineer

## Hero

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	5	4	4	2	0	1	10/12	75
Wings of Honeymaze									40
Aura (Wild charge(+1) - Tinker only)									10
Gadgets and Gizmos [1]									5
Halfling Long Rifle( Ra 3 24" Piercing (2) Att: 3 )									15
Individual, Inspiring, Aura (Wild charge (+1) - Tinker only)									[145]
Keywords: Halfling, Tinker									

## Sergeant

## Hero

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	3	-	5	2	0	3	10/12	55
The Standard of Hodenburg [1]									25
Crushing Strength (1), Individual, Inspiring, Spellward, Aura (Elite (Melee) - Infantry only)									[80]
Keywords: Halfling, Ravenous									

Total Unit Strength: 27

Total Core: 2300 (100%)

Total Units: 19



## 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>Blood of the Old King</b>	Once per game, the unit gains <i>Elite (Melee)</i> and <i>Vicious (Melee)</i> for one Turn. This must be declared before the unit rolls any attacks. For each die re-rolled, the unit receives an immediate point of damage on itself. No Nerve test is required for this self-inflicted damage.
<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 (n)</i> value to the total rolled. If no value is specified, the unit has <i>Brutal (1)</i> . 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.