

HALFLINGS



TOIRIS					<u>'</u>					1 OIII
HALFLIN	[GZ									ŊEUTRA
Braves										Infantr
Unit Size		Sp	Me	Ra	De	Н	US	At	Ne	Pts
Regiment(20)		5 5	5	-	4	2	2	12	12/14	[80]
(_0)	Spellward Keywords: Hal	fling, Rave							,	[52]
Spearspikes										Infantr
Unit Size		Sp	Me	Ra	De	Н	US	At	Ne	Pts
Regiment(20)		5	5	-	4	2	3	15	12/14	[100]
	Phalanx, Spell Keywords: Hal		nous							
Stalwarts										Infantry
Unit Size		Sp	Me	Ra	De	Н	US	At	Ne	Pts
Troop(10)		5	4	-	5	2	1	10	9/11	[75]
	Spellward Keywords: Hal	fling, Rave	nous							
Halfling Rifles										Infantry
Unit Size		Sp	Ме	Ra	De	Н	US	At	Ne	Pts
Regiment(20)		5	5	5	3	2	2	10	12/14	[115]
	Spellward Halfling Rifles Keywords: Hal)					
Wild Lancers										Cavalry
Unit Size		Sp	Me	Ra	De	Н	US	At	Ne	Pts
Regiment(10)	Iron Resolve, N Keywords: Ara				4 s Charge	3 (1)	3	14	12/14	[155]
Wild Runners										Cavalry
Unit Size		Sp	Me	Ra	De	Н	US	At	Ne	Pts
Regiment(10)		8	4	5	3	3	2	14	12/14	145
	Exchange Shortbows for Blackpowder Weapons: 18", Piercing (1), Steady Aim									15
	[160] Iron Resolve, Nimble, Spellward Shortbows (18", Steady Aim), Blackpowder Weapons (18", Piercing (1), Steady Aim) Keywords: Aralez, Halfling, Ravenous									
Forest Troll G	unners*								La	arge Infantry
Unit Size		Sp	Ме	Ra	De	Н	US	At	Ne	Pts
Regiment(3)		6	4	4	4	3	2	9	12/14	[140]
	Crushing Strer Pintle Gun (18' Keywords: Hal	')	thfinder, F	Regenerat	tion (5+)					
Volley Gun	•	~								War Engine
Jnit Size		Sp	Me	Ra	De	Н	US	At	Ne	Pts
1		5	-	5	4	2	0	12	9/11	[85]
	Volley Gun (24 Keywords: Arti				er					

Harvester										Monster (Cht)
Unit Size		Sp	Ме	Ra	De	Н	US	At	Ne	Pts
1		5	3	-	4	3	1	D6+8	13/15	5 [140]
Big Shield, Brutal, Crushing Strength (1), Thunderous Charge (1) Keywords: Halfling, Ravenous, Tinker, Troll										
Muster Capta	ain									Hero (Cav)
Unit Size		Sp	Me	Ra	D	е	H L	JS At	Ne	Pts
1		8	3	-	5		3	0 5	12/14	80
Mount on a miniature aralez, increasing Speed to 8 changing to Hero (Cav - Height: 3)						35				
										[115]
	Crushing Strengt Keywords: Halflir			nspiring,	Mighty,	Spellv	vard			

Total Unit Strength: 16
Total Core: 1165 (97.1%)
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SPECIAL RULES AND SPELLS:

Big Shield	All attacks (Ranged and Melee) against the target unit's front facing treat its defence as 6+.						
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.						
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.						
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previous suffered.						
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.						
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and						
	units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the						
	subsequent Melee.						
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.						
Regeneration	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.						
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.						
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.						
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						
3	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).						