

Halfling Army Selector

Troop	Type	Attack	Hits	Armour	Command	Unit size	Points	Min/Max	Special
Town Watch	Infantry	3	3	6+	-	3	45	-/2	*1
Militia	Infantry	3	3	0	-	3	30	3/-	*1
Rangers	Infantry	3/1	3	0	-	3	55	1/-	*1,*2
Scouts	Infantry	3/1	3	0 or 6+	-	+1	25	1/-	*2,*3
Ogres	Infantry	4	4	5+	-	3	105	-/2	*4
Hot Pot	Artillery	1/1	3	0	-	2	75	-/1	*5
Halberdiers	Infantry	3	3	6+	-	3	45	-/2	*6
Crossbowmen	Infantry	3/1	3	0	-	3	55	-/1	*6
Knights	Cavalry	3	3	4+	-	3	110	-/1	*6
General	General	+2	-	-	9	1	125	1	-
Hero	Hero	+1	-	-	8	1	80	-/2	-
Head Chef	Hero	+1	-	-	7	1	45	1	-
Wizard	Wizard	+0	-	-	7	1	45	-/1	*7
Human Hero	Hero	+1	-	-	8	1	80	1	*8
Field Kitchen	Chariot	+1	-	-	-	1	+20	1	*9

Special Rules

1. Halflings are so small they can use cover more effectively, so treat defended Halflings as fortified. 6+ to hit for Militia and Rangers, 5+ for Town Watch and 5+ or 6+ as appropriate for Scouts.

2. Halflings are excellent archers and have a +1 to hit when shooting.

3. Scouts never fight as independent units, they add 1 stand to any infantry unit, with the same armour as parent unit (0 or 6+). They can be removed from parent unit as a casualty. They never count as casualties when issuing orders. Scouts never count as part of parent unit formation.

4. Ogres join Halfling armies for the chance of a good fight and as much as they can eat. These creatures are notoriously fond of fresh human meat, although they will eat practically anything that was once alive (or still is). To represent this, an Ogre unit must use its Initiative to charge an enemy unit of humans, (humans... Men not Dwarfs, Elves, etc.), if it is within 20cm at the start of the Combat phase and the Ogres can reach it. This happens automatically.

5. The Hot Pot has a range of 40cm and can shoot at chargers. Targets cannot roll armour saves. The Hot Pot's contents can spread itself over a maximum of three stands in total. Each stand takes one attack and all attacks against the same unit are rolled together. For example, a unit arranged in a column three stands deep will suffer six attacks when shot at from the front from a full strength Hot Pot unit.

6. Halberdiers, Crossbowmen and Knights are Empire troops sent to aid the Halflings. At least two units of Empire troops must be chosen if the army is to include Empire troops. At least one of these units must be an infantry unit.

7. The Wizard uses the Empire spells. If he's a human wizard, instead of a Halfling, he's probably dressed in grey ☺

8. The Human hero **must** be included in the army if any Empire troops are chosen. He **cannot** be included in the army if no Empire troops are chosen. He is the commander of the forces the Empire would despatch to aid the Halflings in times of trouble. Only one Human hero may be chosen regardless of the size of the army.

9. Only the Head Chef may use the Field Kitchen. There may only be one Field Kitchen per army. The Head Chef may feed the units around him to make them fight harder. He may add +1 to all of his Command checks for a single turn only.