

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,*2 |
| Archers | Infantry | 3/1 | 3 | 0 | - | 3 | 55 | 1/- | *1,*3 |
| Scouts | Infantry | 3/1 | 3 | 0 or 6+ | - | +1 | 25 | 1/- | *3,*4 |
| Ogres | Infantry | 4 | 4 | 5+ | - | 3 | 105 | -/2 | *5 |
| Hot Pot | Artillery | 1/1 | 3 | 0 | - | 2 | 75 | -/1 | *6 |
| Halberdiers | Infantry | 3 | 3 | 6+ | - | 3 | 45 | -/2 | *7 |
| Crossbowmen | Infantry | 3/1 | 3 | 0 | - | 3 | 55 | -/1 | *7 |
| Knights | Cavalry | 3 | 3 | 4+ | - | 3 | 110 | -/1 | *7 |
| 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 | *8 |
| Human Hero | Hero | +1 | - | - | 8 | 1 | 80 | 1 | *9 |
| Field Kitchen | Chariot | +1 | - | - | - | 1 | +20 | 1 | *10 |

Special Rules

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

2. A Militia unit suffers an additional -1 Command penalty when given an order. However, this penalty is waived if the Militia unit is part of a brigade that includes at least one non-Militia unit. Militia cannot use initiative to charge - though they can use initiative to evade as usual. When they charge they receive no bonus attack modifier for doing so.

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

4. 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.

5. 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.

6. 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.

7. 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.

8. The Wizard uses the Empire spells. If he's a human wizard, instead of the Empire wizard, he must be a human wizard.