

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	2/1	3	0	-	3	35	1/-	*1
Poachers	Infantry	3/2	3	0	-	3	75	-/1	*1 *3
Scouts	Infantry	2/1	2	0 or 6+	-	+1	25	-/-	*1 *3 *4
Ogres	Infantry	4	4	5+	-	3	105	-/1	*5

General	General	+1	-	-	9	1	125	1	-
Hero	Hero	+1	-	-	7	1	45	-/3	*6
Head Chef	Hero	+1	-	-	7	1	45	1	-
Wizard	Wizard	+0	-	-	7	1	45	-/1	*7
Field Kitchen	Chariot	+1	-	-	-	1	+20	1	*8

Allies									*9
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Special Rules

1. Halflings are so small they can use cover more effectively, so treat defended Halflings as fortified. 6+ to hit for Militia, Archers and Poachers, 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. Halfling Poachers and Scouts are excellent archers and have a +1 to hit when shooting.
4. Scouts never fight as independent units, they add 1 stand to any Halfling 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. Halfling heroes have a command range of 20cm. A little chap can only shout so loudly!
7. The Wizard uses the Empire spells. If he's a human wizard, instead of a Halfling, he's probably dressed in grey.
8. Only the Head Chef may use the Field Kitchen. There may only be one Field Kitchen per army. Using the Field Kitchen, 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.
9. Allies. Up to 350 points of Allied units per 1000 points may be chosen from the Empire, Dwarf, High Elf or Dogs of War army lists. The Allied force must include a single Hero, chosen from the relevant army list regardless of its size. No other characters may be chosen from the Allied army list. The Allied force must include the minimum core units for each 1000 points of the total army size. For example, as part of a 1000 point Halfling army, an allied Dwarf force would consist of 1 Hero (80 points), 2 Warriors units (220 points) and the remaining 50 points could be spent on a Flame Cannon unit. A 2000 point Halfling army with Dwarf allies would consist of the Hero (80 points), 4 Warrior units (440 points) and a maximum of 180 points of other Dwarf units.