

HALFMEN (Halflings).

Allies:

- Halfmens armies can have one Allied Command from any of the following races:
- Amazons, Barbarians, Dwarves, High Elves, Wood Elves, Men-at-Arms.
- See in the special rules, those scheduled for the Allied Commands.

Mercenaries:

- Halfmens armies can have one Mercenary Command of warriors and creatures from any of the following races:
 - Barbarians, Dragons, Giants, Men-at-Arms and those Mercenaries that can be recruited by the Halfmens or their Allies.
- See in the special rules, those scheduled for the Mercenary Commands.

General rules:

- A halfmens army can have any talismans, costing 100 points each.

Special rules for Halfmens.

- Because of their size and natural to conceal themselves, Halfmens make superb scouts.
- Add 1 to the scouting score for each unit of Halfmens scouting.
- Roll 3D6 if a halfling scout is involved (instead of 2D6).
- Any enemy shooting at Halfmens will deduct -1 from their to hit score.
- Halfmens will never use poison arrows.

INFANTRY

Halfmens Militia (*base size 2 x 2 cm*).

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Recluits	Ave	Trib.	.-1	-	1	Lt	Hd	17cm	no	no	no	3	-	10	40
Militia	Ave	Trib.	.-1	-	1	Lt/Sh	Hd	17cm	no	no	no	4	'+3Vet.'	10	40

Halfmens shires guards (*base size 2 x 2 cm*).

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Infantry	Ave	Trib.	.-1	-	1	Med/Sh	Hd	12cm	no	no	no	5	"+3Vet"	10	30
Infantry	Ave	Trib.	.-1	-	1	Med/Sh	Sp	12cm	no	no	no	5	"+3vet"	10	30

UNITS WITH MISSILE WEAPONS

Halfmens archers (*base size 2 x 2 cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Archers	Ave	Trib.	.-1	-	1	Lt	B/Hd	17cm	no	no	no	6	"+3Vet"	5	20

Note:

- The —1 of strength applies to the bow and even when the archer is involved in hand-to-hand fight;

Halfmens archers mounted on ponies (*base size 2 x 4 cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Archers	Ave	Trib.	-1	-1	1	Lt	B/Hd	25cm	no	no	no	10	"+3Vet"	5	20

Note:

- The —1 of strength applies to the bow and even when the archer is involved in hand-to-hand fight;

HalfmenSlings (base size 2 x 2 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Slings	Ave	Trib.	-.1	-	1	Lt	Sl/Hd	17cm	no	no	no	5	"+3Vet"	5	20

Special rules

- ❑ Sling range: Short up to 10 cm. Long 10 to 20 cm.
- ❑ On the missile weapons versus armour table use the bow.
- ❑ When blackening the sky slings can shoot up to 5 Volleys.
- ❑ Slings can start the battle with 8 volley counters.

ARTILLERY

Light culverin (base size: culverin 4 x 4 cm - crew 2 x 2 cm - mules 4 x 8 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Culverin	-	-	+.2	-	2	-	Hg	-	no	no	-	10	"+6Vet"	1	5
Crew	Ave	Trib.	-.1	-	1	Lt	Hd	17cm	no	no	no	4	"+3Vet"	2	4
Mules	Poor	-	-	-	-	-	-	15cm	no	no	-	10	-	2	2

Notes:

- ❑ The range of the light culverin is 15-45 cm.
- ❑ Two mules are obligatory for every Light culverin

Heavy culverin (base size: culverin 5 x 5 cm - crew 2 x 2 cm - mules 4 x 8 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Culvering	Ave	-	+.2	-	4	-	Hg	-	no	no	-	20	"+12Vet"	1	2
Crew	Ave	Trib.	-.1	-	1	Lt	Hd	17cm	no	no	no	4	"+3Vet"	3	6
Mules	Poor	-	-	-	-	-	-	15cm	no	o	no	10	-	4	4

Notes:

- ❑ The Heavy culverin of the Halfmen corresponds to the normal Culverin of the Men-at-arms.
- ❑ The range is of 30-75 cm.
- ❑ It is possible to line up a Heavy culverin for every two Light culverines.
- ❑ Four mules are obligatory for every Heavy culverin

Mules

- ❑ The Halfmen artillery units must use the mules to be able to line up and then move the guns on the battle field.
- ❑ For the Light culverins they are enough two mules, for that Heavy it is necessary to have four mules instead, for every gun.
- ❑ Every mule costs 10 points and it will do the following advantages to the unit:
 - ❑ the unit will be able to move with the Mov parameter of the mules;
 - ❑ with the mules, the unit can have the special ability "transiting the impracticable terrain".
- ❑ If all the mules are killed, the gun can be moved of 5 cm only for turn, if there is the minimum number of crew as written in the the column Min of the profile, otherwise the gun cannot be moved neither rotated.
- ❑ Mules do part of the unit and they can be engaged and then removed as losses by missile weapons and magic.
- ❑ When the gun is in battery, the mules must be put in base-to-base contact with the crew, behind them
- ❑ Being animal harmless, the mules don't answer to the hits in the hand-to-hand combat.

CAVALRY

Halfmen war chariots *(base size 4 x 8 cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Chariot	Vet.	Trib.	-1	-1	2	Med/Sh	Cl/H&H	20cm	no	no	no	14	"+7Vet"	2	10
1°round	"	"	-	"	4	"	Cb/Hd	"	"	"	"	"	-	"	"

Note:

- See the special rules: “War chariots” and “Special profile” .

INDIVIDUALS

Halfmen warchief and battleleader *(base size: on foot 2 x 2 cm - on pony 2 x 4 cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
on foot	Elite	Trib.	-	-	2	Med/Sh	Hd	12cm	7	no	no	26+VC	-	-	-
on pony	Elite	Trib.	-	-1	3	H/Sh	Hd	25cm	6	no	no	42+VC	-	-	-

Halfmen individuals *(base size: on foot 2 x 2 cm -- on ponies 2 x 4 cm).*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Hero	Elite	Trib.	-	-.1	3	Med/Sh	1M	12cm	7	no	no	48	-	-	-
on Pony	Elite	Trib.	-	-.1	6	H/Sh	1M	25cm	6	no	no	104	-	-	-
Scout	Elite	Trib.	-	-	1	Lt	1M	17cm	7	no	no	69	-	-	-
Banner	Vet.	Trib.	-	-	1	Med	1M	12cm	7	no	no	50	-	-	-
on Pony	Vet.	Trib.	-	-.1	2	H	1M	25cm	7	no	no	56	-	-	-
Herald	Vet.	Trib.	-	-	1	Med	1M	12cm	7	no	no	40	-	-	-
on Pony	Vet.	Trib.	-	-.1	2	H	1M	25cm	7	no	no	46	-	-	-
Courier	Vet.	Trib.	-	-	1	Med	1M	20cm	7	no	no	40	-	-	-
on Pony	Vet.	Trib.	-	-.1	2	Lt	1M	37cm	7	no	no	47	-	-	-
Marksman	Vet.	Trib.	-	-	1	Lt	a/1m	17cm	8	no	no	135	-	-	-

Notes:

- For the **Marksman** sees the rules in the *F.W. Companion by Nick Lund*;
- to difference of the other armies, the Halfmen marksman has a specific profile.

Wizards, priests, soothsayers, druids *(base size 2 x 2 cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Wizard	Elite	Trib.	-	-	1	Lt	Hd	17cm	8	no	no	14+PM	-	-	-
Priest	Elite	Trib.	-	-	1	Lt	Hd	17cm	8	no	no	82	-	-	-
Soothsayer	Elite	Trib.	-	-	1	Lt	Hd	17cm	8	no	no	42	-	-	-
Druid	Elite	Trib.	-	-	1	Lt	Hd	17cm	8	no	no	14+PD	-	-	-

Notes:

- For the **Druid** sees the rules in the *F.W. Companion by Nick Lund*.