

Rules Update by Nick Lund

Halflings.

General rules.

- ◆ Hatfling armies can have one allied command of warriors from the following races: barbarians, dwarves, humans, amazons, any elves.
- ◆ The allied command cannot outnumber the rest of the army, and must have an allied battle leader to lead it.
- ◆ The allied command can consist of units made up of any of the above races.
- ◆ The allied command cannot have any individuals.
- ◆ A halfling army can have up to one of each type of talisman at a cost of 100 points each.

Special rules for Halflings.

- ◆ Because of their size and natural ability to conceal themselves hatflings make superb scouts.

Add 1 to the scouting score for each unit of halflings scouting.

- ◆ Roll 3D if a halfling scout is involved. (Instead of 2D).
- ◆ Any enemy shooting at halflings will deduct -1 from their to hit
- ◆ Halflings will never use poison

Halfling Militia

Base size. 3/4 inch x 1 inch.

qua	typ	str	res	wor	arm	wea	mov	sav	ter	bad	pts	upg	min	max
Ave	Tri	.-1	-	1	Lt	Hd	7"	No	No	No	4	n/a	5	40

Halfling archers.

Base size. 3/4 inch x 1 inch.

qua	typ	str	res	wor	arm	wea	mov	sav	ter	bad	pts	upg	min	max
Ave	Tri	.-1	-	1	Lt	B/Hd	7"	No	No	No	6	" +3Vet"	5	30

Halfling slingers.

Base size. 3/4 inch x 1 inch.

qua	typ	str	res	wor	arm	wea	mov	sav	ter	bad	pts	upg	min	max
Ave	Tri	.-1	-	1	Lt	Sl/Hd	7"	No	No	No	6	" +3Vet"	5	30

Special Rules

Sling range: Short up to 4 inches. Long 4 to 8 inches.

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.

Halflings warchief and battle leaders.

On foot.

Base size. 3/4 inch x 1 inch.

qua	typ	str	res	wor	arm	wea	mov	sav	ter	bad	pts	upg	min	max
Elite	Tri	-	-	2	Md/Sh	Hd	6"	8	No	No	28	n/a	n/a	n/a

Mounted on pony.

Base size. 1 inch x 1.5 inches

qua	typ	str	res	wor	arm	wea	mov	sav	ter	bad	pts	upg	min	max
Elite	Tri	-	-.1	3	H/Sh	Hd	10"	7	No	No	49	n/a	n/a	n/a

Halflings Individuals.

Base size. 3/4 inch x 1 inch on foot.

Hero on foot.

qua	typ	str	res	wor	arm	wea	mov	sav	ter	bad	pts	upg	min	max
Elite	Tri	-	-.1	5	Md/Sh	Hd	6"	7	No	No	67	n/a	n/a	n/a

Hero on pony.

qua	typ	str	res	wor	arm	wea	mov	sav	ter	bad	pts	upg	min	max
Elite	Tri	-	-.1	6	H/Sh	Hd	10"	6	No	No	82	n/a	n/a	n/a

Wizard

qua	typ	str	res	wor	arm	wea	mov	sav	ter	bad	pts	upg	min	max
Elite	Tri	-	-	1	Lt	Hd	7"	8	No	No	14	n/a	n/a	n/a

Druid

qua	typ	str	res	wor	arm	wea	mov	sav	ter	bad	pts	upg	min	max
Elite	Tri	-	-	1	Lt	Hd	7"	8	No	No	14	n/a	n/a	n/a

Priest

qua	typ	str	res	wor	arm	wea	mov	sav	ter	bad	pts	upg	min	max
Elite	Tri	-	-	1	Lt	Hd	7"	8	No	No	82	n/a	n/a	n/a

Soothsayer

qua	typ	str	res	wor	arm	wea	mov	sav	ter	bad	pts	upg	min	max
Elite	Tri	-	-	1	Lt	Hd	7"	8	No	No	42	n/a	n/a	n/a

Scout

qua	typ	str	res	wor	arm	wea	mov	sav	ter	bad	pts	upg	min	max
Elite	Tri	-	-	1	Lt	Hd	7"	8	No	No	64	n/a	n/a	n/a

Marksman

qua	typ	str	res	wor	arm	wea	mov	sav	ter	bad	pts	upg	min	max
Elite	Tri	-	-	1	Lt	B/Hd	7"	8	No	No	140	n/a	n/a	n/a

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Barbarian Hero on big cat.

Base size 1.5 x 2 inches.

qua	typ	str	res	wor	arm	wea	mov	sav	ter	bad	pts	upg	min	max
Elite	Fan	+.3	-.4	9	Lt/Sh	Hd	12"	6	No	Night	190	n/a	n/a	n/a

Mercenary Cyclops Berserker.

Base size. 2 x 1.5 inches.

qua	typ	str	res	wor	arm	wea	mov	sav	ter	bad	pts	upg	min	max
Umpr	Fan	.+6	.-3	5	Lt	2Hd	8"	6	Yes	No	90	n/a	2	5

Special Rules.

- ◆ If a mercenary cyclops contacts an organised enemy unit it will disorganise them.

Two Headed Ogre.

Base size 2 x 1 5 inches.

qua	typ	str	res	wor	arm	wea	mov	sav	ter	bad	pts	upg	min	max
Umpr	Tri	.+2	.-2	8	Lt	2Hd	6"	6	Yes	Day	49	n/a	2	5

Fighting men.

Fighting men giant hand gun and crew

Base size 1 x 1.5 itches for hand gunner. 1 x 1 inch for other crew.

crew stats.

qua	typ	str	res	wor	arm	wea	mov	sav	ter	bad	pts	upg	min	max
Ave	Dis	-	-	1	Lt	Hd	5"	No	No	Night	3	n/a	1	2*

* max: 2 x gun

Giant gun stats.

qua	typ	str	res	wor	arm	wea	mov	sav	ter	bad	pts	upg	min	max
Ave	Dis	.+4	-	2	-	Gn	-	-	-	-	13	n/a	2	10*

* max: 10 x unit

- ◆ Total point cost for giant hand gun and crew of two = 19 points.
- ◆ Use the crew profile for combat, use the giant hand gun profile for shooting.
- ◆ It takes two crew to properly operate a giant hand gun. If there is only one there can be no volley fire, and movement will be cut to 3inches. Note: a unit will move at the speed of it's slowest piece.
- ◆ A giant hand gun can blacken the sky with two volleys per turn.
- ◆ On the weapons versus armour chart use the hand gun profile. Dont forget the strength and worth of the giant hand gun.
- ◆ The range of a giant hand gun is the same as a normal hand gun.

Fighting men cannon and crew

Base size 1.5 inches x 2 inches for cannon. 1 x 1 inch for crew.

crew stats.

qua	typ	str	res	wor	arm	wea	mov	sav	ter	bad	pts	upg	min	max
Ave	Dis	-	-	1	Lt	Hd	7"	No	No	Night	3	n/a	1	5*

* max: 5 x cannon

Cannon stats.

qua	typ	str	res	wor	arm	wea	mov	sav	ter	bad	pts	upg	min	max
Ave	Dis	.+6	-	3	-	Gn	-	-	-	-	27	n/a	1	5*

* max: 5 x unit

- ◆ Total point cost for cannon and crew of two = 33 points.
- ◆ The cannon can be moved 1" for every crew member in base to base contact with it. Up to a maximum of 5".
- ◆ Use the crew profile for combat, use the cannon profile for shooting.
- ◆ A cannon can blacken the sky with two volleys per turn.
- ◆ On the weapons versus armour chart use the hand gun profile. Dont forget the strength and worth of the giant hand gun.
- ◆ The range of a cannon is as follows; Short: up to 6"; Long: over 6" up to 30".

Mercenary Bugbears.

All rules mercenaries apply.

Bugbear Infantry

Base size 1" x 1"

qua	typ	str	res	wor	arm	wea	mov	sav	ter	bad	pts	upg	min	max
Ave	Fan	.+1	-	1	Md/sh	Hd	5"	No	No	Day	6	n/a	5	20

The Barbarian Giant.

Base size 5" x 5"

qua	typ	str	res	wor	arm	wea	mov	sav	ter	bad	pts	upg	min	max
Ave	Fan	.+18	.-11	18	Lt	H&H	12"	3	yes	night	687	n/a	1	1

Special rules.

- ◆ The points cost includes a leader and standard bearer special.
- ◆ If a Barbarian giant has to make four or more saving throws in any phase and still remains alive, it must take the appropriate test (that is treat, casualty or combat). All normal reaction rules apply.
- ◆ The Barbarian giant can be influenced and reorganised as normal.
- ◆ The Barbarian giant can threaten and counter threaten.
- ◆ If the giant threatens or counter threatens, the target unit must count two enemy musicians - the giant has the ability to bellow.

Death or rout of a Barbarian giant.

- ◆ The barbarian army will have to take a command test in the turn that the giant is routed or killed.

The Barbarian giant with an army standard.

- ◆ For an extra 50 points an army standard can be carried by the Barbarian giant
- ◆ The standard moves with the giant.
- ◆ While the giant lives the standard remains and will give its bonus during a command test.
- ◆ The army standard cannot be taken down.
- ◆ If the giant is killed or routs, the army standard is considered wrecked, and a command test must be taken this turn without the benefit of the standard.

Hurling boulders.

- ◆ During the shooting phase the giant has the ability to hurl boulders as per the following rules and method.
- ◆ The giant will start the battle with two boulders. Use volley counters, make some boulder counters, or use a couple of small stone.
- ◆ Extra boulders can be purchased at a cost of 25 points per boulder.
- ◆ The giant cannot start the battle with more than four boulders.
- ◆ The range of a hurled boulders is 4".
- ◆ There is no long or short range.
- ◆ The giant can blacken the sky at a maximum of two boulders per turn.
- ◆ The giant can hurl boulders during the shooting phase whilst in combat. He can target the unit he is currently in combat with.
- ◆ The giant cannot hurl boulders over any unit.
- ◆ The giant cannot pick up boulders upon the battlefield.

The hurling method:

- ◆ To Hit. For each boulder roll 1D. Any ones equal a complete miss. The score on the dice equals the number of hits.
- ◆ To kill. Work out the kills as normal.