

HALFLINGS

VERSION 2.0

UPDATED 02/04/19

INCLUDING CORRECTIONS REVISIONS AND ADDITIONAL NOTES

Our Halfling list take up the theme of the wee people of folklore and - inevitably - those that have emerged from the pages of literature to populate role-playing and video games, films, TV and popular culture. The name says it all really - they are 'little people' and about half the height of your average human, and their appearance and habits are popularly associated with the creations of Tolkien of course. Our list draws upon the character of these creatures including those miniature people of traditional tales who helped shape that character in the first place: leprechauns, gnomes, brownies and even pixies and faeries should that be your bag.

Halflings are not shaped or inclined towards military service and our warband has much of the character of a militia or a mustering of well-meaning villagers. A Halfling is as likely to carry a toasting fork or soup-ladle as a sword or spear. A cooking pot or colander might serve as a helmet. Despite this rather unprofessional approach to the art of war, Halflings are stout-hearted creatures and not easily deterred.

Halflings are loyal to their own kind, hide-bound by inclination, parochial in outlook and suspicious of larger folk with fancy ideas. Those that live alongside or amongst humans are held to be unruly and a law unto themselves. They are usually the first to be blamed whenever anything goes missing. Unfortunately for their neighbours, they are also fond of parties and other raucous entertainments, which go on long into the night accompanied by loud music, bawdy singing and recreational violence.

Our Halfling warband is led by a pillar of Halfling society - the Chief Sheriff or head of what passes for a law-enforcement body amongst Halflings: the Sheriffs. A cynic might say these worthies are more adept at extorting protection money from traders and farmers than they are at dealing with miscreants. None-the-less they are the only representatives of authority that Halflings have, and it can't be an easy job can it. The Chief Sheriff is afforded the honour of riding in a donkey cart - but any farmyard animal can be pressed into this role, including goats, dogs, or fowl, and can use the same stats.

We include a Fortune Teller by way of a wizardly-type. Halfling Fortune Tellers may be a deft hand when it comes to manipulating cards and heaven-knows whether they are complete charlatans or genuine workers of magic - it is best not to ask.

We also have gallant Clan Chiefs - the leading chieftains of the biggest and most famous of the Halfling clans - so wealthy they even come mounted on a donkey! Once again we feel no objection should players wish to substitute the donkey for some other creature - we've seen it all.

The Halflings themselves are a lightly armed militia, short on height and equipment but pretty nifty when it comes to shooting, throwing rocks, and sneaking about in the undergrowth. The Sheriffs are the best equipped of the bunch, but that is not saying much. Archers are perhaps the most effective fighters because Halflings are good shots and their arrows hit just as hard as those of larger and stronger peoples. Even Halfling urchins, available as swarms that might be imagined to include dogs, cats and chickens, are remarkably adept at chucking rocks and can be armed with slings - catapults most likely - which makes them even more annoying.

It is an uncommonly brave or fool-hardy Halfling who is prepared to climb aboard anything larger than a tiny pony or donkey, but some individuals can be found: though 'no good will come of it' is the general attitude to such things. Although we've described these mounts as donkey's any farmyard animal can easily be pressed into the same role whether it be a pony, goat or good sized chicken. Our mounted Halflings are more of a nod towards the availability of such models than to any serious attempt at a mounted arm. Although not terribly fast they are good shots with a bow, like all Halflings, and their mounts are notoriously ill-tempered brutes prepared to bite, kick or peck anyone who comes too close.

We have also added a couple of small war machines in the form of a stone thrower and a bolt thrower, though pie-thrower might be a more apt description for the sort of thing your average Halfling might cobble together.

ADDITIONAL NOTES

This updated version of the Halfling Warband list includes corrections and revisions of the original published version. This list forms part of the online resource base for the Erehwon game. If you spot any errors, typos or grammatical infidelities please drop me a line via the This Gaming Life pages.

HALFLING CHIEF SHERIFF

Warlord Warrior Unit

Points Value: 85

Special: You must include one Halfling Chief Sheriff unit in your warband either a Halfling Chief Sheriff or a Halfling Chief Sheriff in Cart and one only.

Unit: Chief Sheriff	Ag	Acc	Str	Res	Init	Co	Special
1 x Halfling Sheriff with sword or axe	6	6	4	4	8	8	Tough, Command, Follow, 3x HtH, Wound
2 x Halfling Henchmen with sword or axe	6	6	4	4	7	7	
Options							
<ul style="list-style-type: none"> • Give unit spears @Free per model • Give unit bows @2pts per model • Give unit slings @3pts per model • Give unit Dead Eye Shot rule @10pts • Give unit Stealthy rule @1pt per model 				<ul style="list-style-type: none"> • Give unit light armour @10pts +2pts per Henchman increasing Res to 4(5) • Upgrade Chief Sheriff to Tough 2 @10pts • Upgrade Chief Sheriff to Wound 2 @8pts • Add up to 2 Henchmen @8pts per model 			

HALFLING CHIEF SHERIFF IN CART

Special: You must include one Halfling Chief Sheriff unit in your warband either a Halfling Chief Sheriff or a Halfling Chief Sheriff in Cart and one only.

Warlord Chariot Unit

Points Value: 130

Unit: Chief Sheriff in Cart	Ag	Acc	Str	Res	Init	Co	Special
1 x Cart with Chief Sheriff and driver, pulled by one donkey	3	-	-	10	-	-	Large, Tough, Fast 6
1 x Halfling Chief Sheriff with sword or axe	[6]	6	4	[4]	8	8	[Tough], Command, Follow, 3x HtH, [Wound]
1 x Halfling driver with sword or axe	-	6	4	-	-	-	
1x Donkey (pony, goat, chicken, etc)	-	-	4	-	-	-	1x HtH SV0

Options

- Give Chief Sheriff and driver spears @Free per model
- Give Chief Sheriff and driver bows @2pts per model
- Give Chief Sheriff and driver Dead Eye Shot rule @10pts
- Give Chief Sheriff light armour @10pts increasing Res to [4(5)] on foot only
- Upgrade Chief Sheriff to Tough 2 @10pts
- Upgrade Chief Sheriff to Wound 2 @8pts
- Upgrade Cart to Fast 8 @4pts (by judicious use of carrots)

HALFLING FORTUNE TELLER

Warrior Unit

Points Value: 51

Special: You can include a maximum of one Halfling Fortune Teller in your warband.

Unit: Fortune Teller	Ag	Acc	Str	Res	Init	Co	Special
1 x Halfling Fortune Teller with club or cudgel	6	6	4	4	7	8	Tough, Wound, Magic Level 1
0 x Halfling Henchmen with clubs or cudgels	6	6	4	4	7	7	
0 x Spirit Guides	5	5	5	5	3	3	Spirit, 1x HtH SV1, Exchange of Missiles SV1

Options

- Make Fortune Teller Magic Level 2 @25pts
- Make Fortune Teller Magic Level 3 @50pts
- Upgrade Fortune Teller to Tough 2 @10pts
- Give unit Stealthy rule @1pt per model
- Add up to 4 Halfling Henchmen @6pts each **OR**
- Add up to 4 Spirit Guides @18pts each

HALFLING CLAN CHIEF

Warrior Unit

Points Value: 76

Special: You can include one Halfling Clan Chief unit in your warband either a Clan Chief or Mounted Clan Chief.

Unit: Clan Chief	Ag	Acc	Str	Res	Init	Co	Special
1 x Halfling Clan Chief with sword or axe	6	6	5	4	8	8	Tough 2, Hero, 3x HtH, 3x Ranged (if bow armed), Wound
Options							
• Give Clan Chief spear @Free	• Give Clan Chief light armour @10pts increasing Res to 4(5)						
• Give Clan Chief bow @2 pts	• Upgrade Clan Chief to Tough 3 @10pts						
• Give Clan Chief Dead Eye Shot rule @5pts	• Upgrade Clan Chief to Wound 2 @8pts						
• Give Clan Chief Stealthy rule @1pt	• Upgrade Clan Chief to Wound 3 @16pts						

MOUNTED HALFLING CLAN CHIEF

Mounted Unit

Points Value: 87

Special: You can include one Halfling Clan Chief unit in your warband either a Clan Chief or Mounted Clan Chief.

Unit: Clan Chief	Ag	Acc	Str	Res	Init	Co	Special
1 x Halfling Clan Chief with sword or axe, riding donkey	6	6	5	5	8	8	Tough 2, Hero, Fast 6, 3x HtH, 3x Ranged (if bow armed) Wound: Donkey 1x HtH SV0
Options							
• Give Clan Chief spear @Free	• Upgrade Clan Chief to Fast 8 @4pts (by judicious use of carrots)						
• Give Clan Chief bow @2pts	• Upgrade Clan Chief to Tough 3 @10pts						
• Give Clan Chief Dead Eye Shot rule @5pts	• Upgrade Clan Chief to Wound 2 @10pts						
• Give Clan Chief light armour @ 10pts increasing Res to 5(6)	• Upgrade Clan Chief to Wound 3 @20pts						

HALFLING SHERIFFS

Warrior Unit

Points Value: 47

Unit: Halfling Sheriff	Ag	Acc	Str	Res	Init	Co	Special
1 x Halfling Sheriff Leader with stave	6	6	4	4	7	8	Tough
4 x Halfling Sheriff with stave	6	6	4	4	7	7	
Options							
• Give unit swords or axes @1pts per model	• Give unit Stealthy rule @1pt per model						
• Give unit bows @2pts per model	• Give unit light armour @ 2pts per model increasing Res to 4(5)						
• Give unit slings @3pts per model	• Add up to 5 Halfling Sheriffs @7pts each						
• Give unit Dead Eye Shot rule @10pts							

HALFLING MILITIA

Warrior Unit

Points Value: 42

Unit: Halfling Militia	Ag	Acc	Str	Res	Init	Co	Special
1 x Halfling Militia Leader with club or cudgel	6	6	4	4	7	8	Tough
4 x Halfling Militia with club or cudgel	6	6	4	4	7	7	
Options							
• Give unit swords or axes @2pts per model	• Give unit Stealthy rule @1pt per model						
• Give unit spears @2pts per model	• Give unit Dead Eye Shot rule @10pts						
• Give unit staves @1pt per model	• Add up to 5 Halfling Militia @6pts each						
• Give unit rocks to throw @1pt per model							

HALFLING ARCHERS

Warrior Unit

Points Value: 52

Unit: Halfling Archers	Ag	Acc	Str	Res	Init	Co	Special
1 x Halfling Archer Leader with club and bow	6	6	4	4	7	8	Tough
4 x Halfling Archer with club and bow	6	6	4	4	7	7	

Options

- Give unit daggers @1pt per model
- Give unit Stealthy rule @1pt per model
- Give unit swords or axes @2pts per model
- Give unit Dead Eye Shot rule @10pts
- Give unit slings (instead of bows) @1pt per model
- Add up to 5 Halfling Archers @8pts each

HALFLING URCHIN SWARM

Swarm Unit

Points Value: 141

Unit: Halfling Urchin Swarm	Ag	Acc	Str	Res	Init	Co	Special
3 x Halfling Urchin Swarm with rocks	8	6	6	6	8	8	3x HtH, 3x Ranged

Options

- Give unit slings @9pts per Swarm
- Give unit Dead Eye Shot rule @10pts
- Give unit Stealthy rule @1pt per Swarm
- Add up to 2 Swarms @47pts per Swarm

MOUNTED HALFLINGS

Special: You can include a maximum of one unit of Mounted Halflings in your warband.

Mounted Unit

Points Value: 63

Unit: Halfling Riders	Ag	Acc	Str	Res	Init	Co	Special
1 x Halfling Leader with sword or axe, riding donkey	6	6	4	5	7	8	Tough, Fast 6: Donkey 1x HtH SV0
2 x Halfling with sword or axe, riding donkey	6	6	4	5	7	7	Fast 6, Donkey 1x HtH SV0

Options

- Give unit light armour @2pts per model increasing Res to 5(6)
- Give unit Dead Eye Shot rule @10pts
- Give unit spears @Free per model
- Give unit bows @2pt per model
- Add up to 2 Mounted Halflings @17pts each

HALFLING STONE THROWER

Artillery Unit

Points Value: 72

Unit: Halfling Stone Thrower	Ag	Acc	Str	Res	Init	Co	Special
3 x Halfling crew with clubs, stone throwing engine	6	6	4	4	7	7	Large, Slow 3

Equipment

1 x Small Stone Thrower

Options

- Give Halfling crew sword or axe @2pts per model
- Add up to 2 Halfling crew to unit @6pts each

HALFLING BOLT THROWER

Artillery Unit

Points Value: 60

Unit: Halfling Bolt Thrower

3 x Halfling crew with clubs, bolt throwing engine

	Ag	Acc	Str	Res	Init	Co	Special
	6	6	4	4	7	7	Large, Slow 3

Equipment

1 x Small Bolt Thrower

Options

•Give Halfling crew sword or axe @2pts per model

•Add up to 2 Halfling crew to unit @6pts each

•Give unit Dead Eye Shot rule @10pts

WEAPON AND SPECIAL RULE SUMMARY

WEAPON	RANGE			Strike Value (SV)	Special Rules
	Short	Long	Extreme		
Bow	0-10"	10-20"	-	0	
Sling	0-10"	10-20"	-	0	2x ranged attacks on Fire order
Rock	0-10"	-	-	0	Can also be used in HtH
Small Bolt Thrower	0-20"	20-30"	30-40"	3	Fire order to shoot, 3x Ranged
Small Stone Thrower	10-30"	30-40"	40-60"	3	Overhead, Fire order to shoot, D6 hits
Club or Cudgel	Hand-to-Hand Combat			0	
Stave	Hand-to-Hand Combat			0	+1 Strength
Rock	Hand-to-Hand Combat			0	Can also be thrown as ranged weapon
Dagger	Hand-to-Hand Combat			1	
Sword or Axe	Hand-to-Hand Combat			1	+1 Strength
Spear	Hand-to-Hand Combat			1	Can also be thrown during exchange of missiles

Command. Friendly units within 10" can use the model's Co stat to take Command based tests.

Tough. Re-roll a failed Res test (Tough 2 re-roll 2 separate fails, and so on).

Hero. Friendly units within 10" can use the model's Initiative stat to take Reaction tests.

Follow. Friendly un-pinned units within 5" can follow the unit's order immediately.

Wounds. Can lose the 'wounds value' of lives before a further Res fail slays. Can't recover pins beyond wounds suffered.

Slow/Fast. Move at the basic rate indicated.

Dead Eye Shots. Re-roll 1 missed shot from unit.

Stealthy. Re-roll hits on unit if in cover.

Spirit. Can be sacrificed in exchange for re-roll. Destroyed if wizard slain.

Large. +1 to hit shooting. Can draw LOS to body. Can draw LOS over non-large models (artillery overhead only).