



|| HALFLINGS ||

A shy people, halflings live in small towns and villages in isolated valleys and dells far from the main trade routes of civilization. They do not build cities or fortifications. Although there are no halfling 'royal families', most halflings happily recognize the authority of kings of other races, so long as that authority is somewhat distant and takes only a small share of the crops in taxes. Halflings do not train for war, and all attempts to make them by other races have failed miserably. Still, despite their small stature, physical weakness, and unreliability on the battlefield, they can be incredibly brave. In the rare instances where halflings see the need to fight, they will often fight to the death, willingly sacrificing themselves to protect their villages.

Halfling territories may be added to any kingdom following the normal rules. Units may be drawn from those territories as usual.

Halfling Terrain List Table	
Terrain Type	Units Available
Halfling Village (3)	1 Halfling Adventurer, 1 Halfling Captain, 2 Halfling Champions, 1 Halfling Spellcaster Level 1, Halfling Soldier, Halfling Spearman, Halfling Archer
Dells (4)	Halfling Border Scout
Hidden Grotto (4)	1 Halfling Spellcaster Level 1, 2, or 3
Logging Camp (4)	Halfling Light Catapult
Dog House (4)	Hound

HALFLING FIGURE LIST

Halfling Adventurer

Terrain: Halfling Village

While there is no such thing as a halfling king or prince, once every generation or two every halfling village produces an 'odd child'. These restless halflings often leave the village around the time they reach maturity to go off and see the world. More often than not, these folk are never seen again. Some, however, return with stories of their wild adventures. Such halflings are viewed with a sense of awe by the rest of the village and, in times of danger, the village often turns to these adventurers for leadership.

Halfling Adventurer									
A	M	F	S	D	CD	H	Pts	Special	Base
6	5	2	0	9	2	2	112	Command (1), Champion, Courage (2), Shielding (1), Magic Items	25 x 25
Equipment: Hand Weapon, Light Armour									
Option: Pony Mount +30pts, change stats to M7, D11, Base 25 x 50									



Halfling Captain

Terrain: Halfling Village

If a halfling village doesn't contain an adventurer, it will generally turn to one of its elected officials in a time of crisis – a mayor or sheriff. While they are not trained in combat, they often bring some much-needed leadership to halfling forces.

Halfling Captain									
A	M	F	S	D	CD	H	Pts	Special	Base
6	5	2	0	9	1	1	98	Command (1), Courage (2), Shielding (1)	25 x 25
Equipment: Hand Weapon, Light Armour									
Option: Pony Mount +20pts, change stats to M7, D11, Base 25 x 50									

Halfling Champion

Terrain: Halfling Village

Even halflings produce the occasional exceptional fighter. They may not have gone out and experienced the world like adventurers, but they have consistently won every wrestling match, tug-o-war, and cheese-chucking competition that the village has held. Such local heroes often fight on the front lines in battle.

Halfling Champion									
A	M	F	S	D	CD	H	Pts	Special	Base
6	5	2	0	9	3	1	31	Champion, Courage (2), Shielding (1)	25 x 25
Equipment: Hand Weapon, Light Armour									
Option: Two-handed weapon +2pts, change stats to F3, but lose Shielding (1); Pony Mount +20pts, change stats to M7, D11, Base 25 x 50									

Note: Eagle-eyed players will spot that some halfling units have Shielding (1), despite not being equipped with shields. This reflects an ability to frustrate an enemy with their evasiveness, even when going toe-to-toe in melee. It is not, however, a universal attribute upon which all halfling units can rely!

Halfling Spellcaster

Terrain: Halfling Village (Level 1), Hidden Grotto (Levels 1–3)

Halflings produce no great spellcasters, and what magic they possess is mostly about helping things to grow, or beer to ferment, or bread to rise. Most halfling magic has no use in battle. Still, when a village is under threat, even these hedge and kitchen wizards will do what they can. Halfling spellcasters may choose their spells from either the General Spell List or the Halfling Spell List.

Halfling Spellcaster										
Lvl	A	M	F	S	D	CD	H	Pts	Special	Base
1	6	5	1	0	8	2	2	35	Spellcaster (1), Shielding (1), Courage (2), Fire Over, Magic Items	25 x 25
2	6	5	1	0	8	2	2	70	Spellcaster (2), Shielding (1), Courage (2), Fire Over, Magic Items	25 x 25
3	6	5	1	0	8	3	2	144	Spellcaster (3), Shielding (2), Courage (2), Fire Over, Magic Items	25 x 25
Equipment: Hand Weapon										
Option: Pony Mount Level 1 +20pts, Level 2–3 +30pts, change stats to M7, D10, Base 25 x 50.										

Halfling Soldier

Terrain: Halfling Village

In truth, halflings don't have 'soldiers' in the common sense. They never train to fight or move in formation. But, when duty calls, all of the youngest, strongest, and bravest halflings are organized into these units to do the bulk of whatever fighting is necessary.

Halfling Soldier										
A	M	F	S	D	CD	H	Pts	Special	Base	
6	5	1	0	9	1	1	9	Courage (2), Shielding (1)	25 x 25	
Equipment: Hand Weapon, Light Armour										

Halfling Spearman

Terrain: Halfling Village

Given their short stature, and the short reach of their arms, it is not surprising that halflings often like to use weapons with a bit of reach. Given their love of woodworking, halfling spears are comparable to, if not better than, those produced by many other races. If spears are in short supply, pitchforks, billhooks, and other tools are frequently pressed into service.

Halfling Spearman									
A	M	F	S	D	CD	H	Pts	Special	Base
6	5	1	0	9	1	1	10	Brace, Courage (2), Shielding (1)	25 x 25
Equipment: Spear, Light Armour									



Halfling Archer

Terrain: Halfling Village

For the most part, halflings are not frequent hunters, preferring the use of traps to catch their meat. There are some, though, that learn to fire a bow in order to bag wild game. While halfling bows are smaller than those used by most races, and thus do not have quite the same range, they can still hit with a good deal of force. In times of trouble, all of a village's archers will group together. Halflings would always rather end a battle before it came to hand-to-hand combat, if possible.

Halfling Archers									
A	M	F	S	D	CD	H	Pts	Special	Base
6	5	0	1	9	1	1	9	Courage (2), Fire Over	25 x 25
Equipment: Hand Weapon, Halfling Bow, Light Armour									

Halfling Border Scout

Terrain: Dells

Most halflings go their entire lives without venturing more than a mile or two from their villages. The main exception to this is the border scouts. These tough, independent-minded halflings are tasked with patrolling the lands around the villages, looking for threats. In most cases, these threats are minor, such as a pack of wolves moving into the area, or maybe a group of bandits looking for an easy score. In such cases, a border scout will round up a small group of his fellows and drive the invaders off with a few volleys from their slings. In times of war, the scouts form small units that march ahead of the main force and then use the terrain to ambush and harry the flanks of enemy armies.

Halfling Border Scouts									
A	M	F	S	D	CD	H	Pts	Special	Base
6	5	0	2	9	1	1	9	Courage (2), Nimble, Aimed Fire	25 x 25
Equipment: Hand Weapon, Sling, Light Armour									

Halfling Light Catapult

Terrain: Logging Camp

As a rule, halflings don't construct siege weapons. They do, however, occasionally build catapult-like devices for hurling rope ends over rivers and high up into trees, for launching confetti during celebrations, for their famous gourd-hurling competitions, and other such reasons. In times of crisis, when enemies are at their doorstep, these devices are sometimes quickly converted to fire rocks.

Halfling Light Catapult									
A	M	F	S	D	CD	H	Pts	Special	Base
6	3	1	3	9	1	1	80	Artillery, Crew (3), Courage (2), Indirect Fire, Shielding (1)	50 x 100
Equipment: Hand Weapon, Light Armour									

Hound

Terrain: Dog House

Contrary to rumour, halflings do not breed or train dogs for war. That said, many halflings are extremely fond of dogs, and some, especially those that live on the outskirts, do breed and keep them to serve as guard dogs. Often the loyalty of these animals is so great that they will follow their masters to a battle.

Because dogs will only fight at the commands of their individual owners, their units are always small. No unit of hounds can contain more than 5 figures.

Hound									
A	M	F	S	D	CD	H	Pts	Special	Base
6	8	1	0	8	1	1	12	Courage (1)	25 x 25
Equipment: None									

NEW MISSILE WEAPON

Missile Weapons and Artillery Range Table Addition	
Weapon	Maximum Range
Halfling Bow	18"

HALFLING SPELLS

Since so much of halfling magic is inapplicable to warfare, their spell list only contains half as many spells as other races.

Camouflage (CN3)

This spell can be cast on any friendly unit that is on 25 x 25 bases and is not equipped with Heavy Armour. The unit gains +1 Defence, but only against Shooting Attacks.

Heroic Effort (CN3)

This spell can be cast on any friendly unit that does not contain a figure with the Champion special ability. The next time that unit is in combat, it should roll the champion die. After this is done, the spell is cancelled.

Mettle (CN5)

This spell can be cast on any friendly unit. The next time that unit would roll for activation, it passes automatically, with no roll necessary.

Stench (CN7)

The spellcaster may target a single enemy unit that is within 10". That unit must immediately roll one Activation Die. If the result is less than the unit's Activation stat, it is immediately Disordered. This spell has no effect on a unit that is already Disordered.

Stout-Heart (CN5)

Every friendly halfling unit on the table, that is currently Disordered, may roll one Activation Die. If a unit rolls equal to or greater than its Activation stat, then it is no longer Disordered. There are no modifiers to this roll, not even for being Disordered.

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