



The Halfmen

*Warband and Army Lists from
Rufus, Don Matthies, Dan Mersey*



The Halfmen

Welcome!

This small publication is meant to help with organising our new range of Halflings into armies and warbands for several different rule systems. We are offering these unofficial lists and hope that they will provide a starting point for your own efforts.

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The Halfmen

The Halfmen

Our Halfings are by no means scared little folk that don't have the guts to face and fight the bigger races that inhabit most fantasy worlds. They are very angry little humans with big hairy feet and they're ready to fight.

The realm of the Halfmen (as they call themselves) stretches from the northern city of Middleford to the southern city of Mezzolaggio and from the western city of La Moitié to the eastern city of Halbheim. These parts of the realm are often at war with each other. Recently, Count Jeffrey of Middleford embarrassed the Compt de La Moitié by beating a large army of goat knights and their retainers with a force of mere peasants armed with strongbows, their preferred weapon.

The east is under constant pressure from the large steppe Goblins while the northern settlements are often raided by obnoxious human barbarians.

The west has regular struggles with the the Fishpeople from Marsilla, while the south is harassed by dark-skinned multiracial corsairs of Arabiata. When confronted with an outside threat, sde Halfmen are willing to set aside their differences and fight together against a common enemy.

The Halfmen are a force to be reckoned with and they never dodge a fight.



Campaigns of the Halfmen

The Halfmens' most recent campaign was the defense of Binchester, the old capital of the north. A massive seaborn barbarian horde led by Sharkaan the Blind rampaged from the coast towards the heartland, burning villages and butchering the few militia units that were thrown in their way. The attack was only stopped when the entire army of the north, combined with an army of human mercenaries, flanked the massive barbarian force and were eventually able to hold it off close to the city of Halfington.

After several days of indecisive skirmishes, the two armies were joined by an army of the downtrodden and furious peasants from the destroyed villages. They were led by Rosemart the Pious, a priest of value who was calling men and women, young and old to take up arms against the intruders. The ensuing battle raged for two days and was decided during a charge of the northern nobility when the mortally wounded Sir Shakesbeer decapitated Sharkaan.

Another example of a campaign fought by the Halfmen was the siege of Ram-a-bad, a sinister and well fortified city on the coast of the large continent of Lemuria far south of the realm of the Halfmen. The city was hosting pirates who often raided the southern islands of the realm, and things became so unbearable that El Signore Panchetto convinced Father Chumley, the highest religious authority in all the lands of the Halfmen, to call for a crusade to destroy the pirates once and for all.

Entire knightly orders along with masses of infantry boarded the fleets of the southern realm and landed not long after in the arid lands of Lemuria. The ranks of the army of Ram-a-bad were swollen with mercenaries and creatures bound to the magic of their warlocks. But the Halfmen once again crushed their enemy with a prolonged bombardment and a massive final charge of more than 2000 goat knights.

Dragon Rampant

Halfmen in Dragon Rampant - List by Daniel Mersey

We have been playing a lot of Lion Rampant lately and we're keen to give the new Dragon Rampant a spin. Dan Mersey, the author of the rules, was so kind as to write a list for the Halfmen and to send some suggestions for warband compositions.

Armoured infantry with sword and buckler

Bellicose Foot with Terrifically Shiny Armour @ 6 points (12 figures)

Armoured infantry with halberds

Offensive Heavy Foot @ 6 points (12 figures)

Armoured infantry with spears

Heavy Foot @ 4 points (12 figures)

Armoured infantry with crossbows / handgonnes

Heavy Missiles @ 4 points (12 figures)

Infantry with bows

Light Missiles @ 4 points (12 figures)

Scouts with bows

Scouts @ 2 points (6 figures)

Militia / armed peasants

Light Foot with Invisibility (good use of cover) @ 6 points (12 figures)

Heavily armoured goat riders with lances

Heavy Riders @ 4 points (6 figures)

Mages

Light Foot, Wizardling, Reduced model unit @ 5 points (4+ figures)

The Paymaster

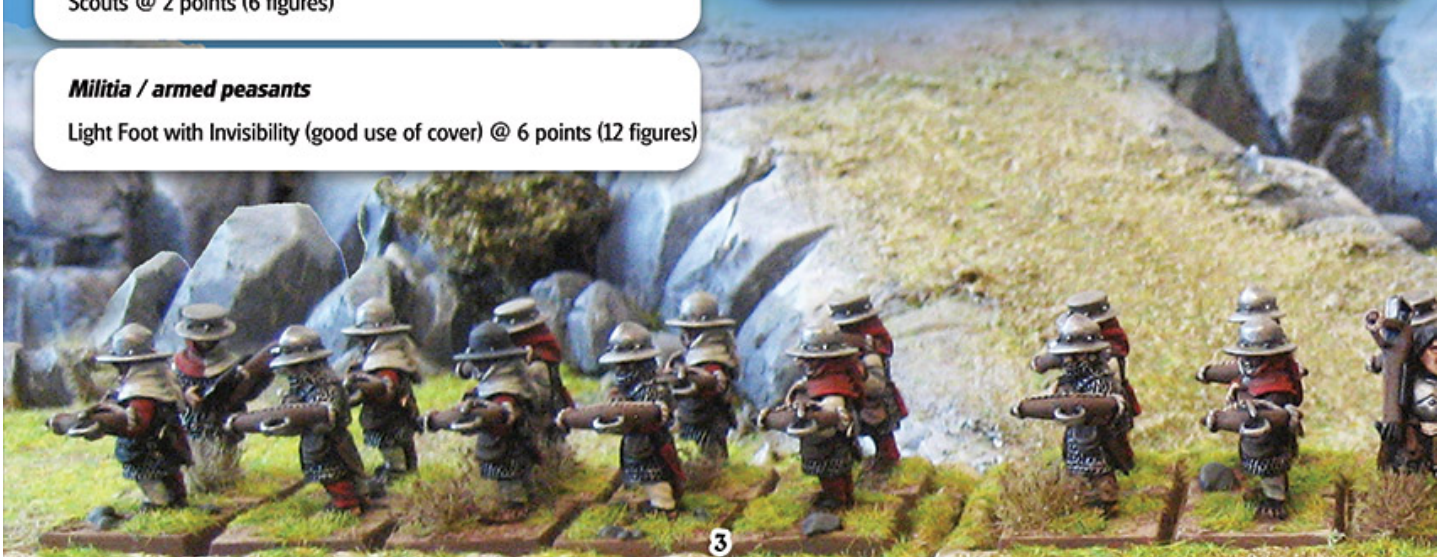
Single model unit, Elite Foot Summoner @ 9 points
He can summon halfmen foot units! (only)

Treeman

Single model unit, Greater Warbeast with ranged attack,
Ponderous @ 9 points

Hero on Goat

Single model unit, Elite Rider @ 6 points



Dragon Rampant

Warband suggestions

Dragon Rampant is all about picking a warband that suits your style and collection. Here are some lists of typical warbands that one might encounter in the realm of the Halfmen.

Duke Mersey's Retinue

A typical Halfman lord with his personal retainers.

War duke on goat (leader) - 1 Elite Rider @ 6 points
Goat knights - 6 Heavy Riders @ 4 points
Swords and bucklers - 12 Bellicose Foot with
Terrifically Shiny Armour @ 6 points
Handgonnes - 12 Heavy Missiles @ 4 points
Spearmen - 12 Heavy Foot @ 4 points

The Bandits of Forêt d'Amboise

Tradesmen travel these parts only under the protection of heavily armed guards

Treeman - Greater Warbeast with ranged attack
Ponderous @ 9 points
2x Armed peasants - Light Foot with Invisibility
(good use of cover) @ 6 points (12 figures)
2x Scouts - 6 Scouts with bows @ 2 points

The Company of the Red Star

One of the many knightly orders of the realm of the Halfmen.

Grandmaster on goat (leader) - 1 Elite Rider @ 6 points
4x Goat knights - 6 Heavy Riders @ 4 points
Scouts - 6 Scouts with bows @ 2 points

The Sheriff of Nuttyham

William de Grey is the nemesis of a great many outlaws in the dark forests of the realm. He's also a well known and much hated tax collector.

Paymaster - Elite Foot Summoner @ 9 points
He can summon Halfmen foot units! (only)
Halberds - 12 Offensive heavy foot @ 6 points
Mages - 4+ Wizardlings @ 5 points
Goat knights - 6 Heavy Riders @ 4 points



Songs of Blades and Heros

Halfmen in Songs of Blades and Heros - List by Don Matthies

Andrea Sfiligoi's Songs of Blades and Heros is another favourite that doesn't require many miniatures nor tons of preparation. On the left you find the classic Halfling list, on the right are some additions from the Dwarf list to reflect the toughness of some of the Halfmen units. Using suitable proxies from the official SOBH lists is strongly encouraged by the designers.

Halfling Hero

@ 54 points (1 figure)

Halfling Rider

@ 32 points (2 figures)

Halfling Veteran

@ 18 points (3 figures)

Halfling Spearman

@ 11 points (4 figures)

Halfling Archer

@ 17 points (3 figures)

3x Halfling Villager

@ 6 points (3 figures)

Halfling Wise Man / Acolyte

@ 13 points (1 figure)

Halfling General (Dwarf Commander)

@ 95 points (1 figure)

Halfling Elder Mage (Dwarf Magic-User)

@ 41 points (1 figure)

Halfling Foot Knights (Dwarf Warrior)

@ 34 points (2 figures)

Halfling Heavy Melee (Dwarf Skirmisher)

@ 20 points (2 figures)

Songs of Blades and Heros

There's a really useful calculator on the homepage of the SOBHAH Yahoo Group in case you feel that the suggestions need more tweaking.

A suggestion made by the SOBHAH people is to pick suitable proxies to represent uncovered miniatures.



Songs of Blades and Heros

Warband suggestions

Again some warband suggestions, this time based on Don's SOBAH list. 300Points is the average amount suggested.

Lord Oliver's Last Stand - 304 Points

Lord Oliver and his personal retainers in the final stage of the battle against the Boarmen of Schweinswalde.

- 1 Halfling General - @ 95 points
- 6 Foot Knights @ 102 points
- 4 Handgonnes - @ 40 points
- 9 Veterans - @ 54 points
- 1 Wise Man / Oliver's Mentor - @ 13 points

Lady Roxlade - Protector of Fernwood - 299 Points

The grey lady and her forest people are much feared by bandits and other fearsome inhabitants of the wood.

- 1 Roxy the Witch - @ 41 points
- 21 Archers - @ 119 points
- 21 Veterans - @ 126 points
- 1 Slade the Acolyte - @ 13 points

Sfiligoi's Besiegers - 298 Points

The Besiegers are skillful and heavily armoured crossbowmen.

- 1 Halfling Hero - @ 54 points
- 20 Halfling Heavy Pavise Crossbows - @ 200 points
- 16 Halfling Spearmen - @ 44 points

The Mountain Watch - 300 Points

This is the type of patrol you'd expect to meet when you travel over the mountains that build a natural barrier between the Halfmen domaine and the rough and uncharted lands of the north. The watch is well known for using extra layers of fur with their regular armour which gives them a wild look.

- 1 Halfmen Hero - @ 54 points
- 18 Archers - @ 102 points
- 40 Spearmen - @ 110 points
- 2 Halfling Foot Knights - @ 34 points



Childhood Hammer

Halfmen in the now unsupported SweetHammer

List by Rufus

Here goes with a warm salute:



Lords

Halfman Warlord: 60 points.

M4 | WS5 | BS7 | S3 | T3 | W3 | I7 | A3 | Ld10

Unit type: infantry

Equipment: hand weapon, heavy armor

Options:

- May ride a Wargoat (+10 points) or may ride an Emperor Wargoat (+30 points). May then have a lance (+4 points). Alternately, may ride an Ogre Bodyguard (+40 points).
- May have an additional hand weapon (+4 points) or a halberd (+4 points) or a great weapon (+4 points).
- May have full plate armor (+4 points). May also have a shield (+2 points). May have a bow (+2 points) or crossbow (+4 points) or handgun (+4 points).
- May choose up to 100 points of magic items from the Common and Halfmen magic item lists.

Special rules: forest-strider (unless mounted), retinue

(One unit of Halfmen Knights per Warlord may be counted as a core choice instead of special. The Warlord does not need to join them).

Emperor Wargoat

M7 | WS3 | BS0 | S4 | T4 | W3 | I3 | A3 | Ld6

Unit type: monstrous beast

Special rules: horns lowered, stomp, stubborn, swiftstride, [stubborn applies to rider]

Equipment: hand weapon, heavy armor

Horns lowered: Emperor Wargoats get +1S in combat if they charged that turn.

Options:

- May ride a Wargoat (+10 points) or may ride an Emperor Wargoat (+30 points). May then have a lance (+4 points). Alternately, may ride an Ogre Bodyguard (+40 points).
- May have an additional hand weapon (+4 points) or a halberd (+4 points) or a great weapon (+4).

Wargoat

M7 | WS2 | BS0 | S3 | T3 | W1 | I3 | A1 | Ld6

Unit type: warbeast

Special rules: horns lowered, stomp, stubborn, swiftstride, [stubborn applies to rider]

Horns lowered: Emperor Wargoats get +1S in combat if they charged that turn.

Yesterhammer



Ogre Bodyguard

M6 | WS3 | BS2 | S4 | T4 | W3 | I2 | A3 | Ld7

Unit type: monstrous infantry
Special rules: cause fear, devastating charge, stomp
Equipment: great weapon, hand weapon



Halfman Wizard Lord: 130 points

M4 | WS2 | BS4 | S2 | T3 | W3 | I5 | A1 | Ld9

Unit type: monstrous beast
Special rules: horns lowered, stomp, stubborn, swiftstride, [stubborn applies to rider]
Equipment: hand weapon, heavy armor
Horns lowered: Emperor Wargoads get +1S in combat if they charged that turn.

Options:

- May ride a Wargoat (+10 points) or may ride an Emperor Wargoat (+30 points). May then have a lance (+4 points). Alternately, may ride an Ogre Bodyguard (+40 points).
- May have an additional hand weapon (+4 points) or a halberd (+4 points) or a great weapon (+4).



Lost Hammer



Heroes

Halfman Captain: 30 points.

M4 | WS4 | BS6 | S3 | T3 | W2 | I6 | A3 | Ld9

Unit type: infantry

Equipment: hand weapon, heavy armor

Options:

- May ride a Wargoaat (+5 points) or may ride an Emperor Wargoaat (+30 points). May then have a lance (+2 points). Alternately, may ride an Ogre Bodyguard (+40 points).
- May have an additional hand weapon (+4 points) or a halberd (+4 points) or a great weapon (+4 points).
- May have full plate armor (+2 points). May also have a shield (+1 points). May have a bow (+1 points) or crossbow (+2 points) or handgun (+2 points).
- May choose up to 50 points of magic items from the Common and Halfmen magic item lists.
- One Halfman Captain may carry the Battle Standard (+25 points) They may chose other equipment and upgrades as normal. If they If they carry no other magic items, the Battle Standard may be a magic standard chosen from the Common or Halfmen magic items list, with no maximum points cost.

Special rules: forest-strider (unless mounted)

Halfman Wizard: 50 points.

M4 | WS2 | BS4 | S2 | T2 | W2 | I5 | A1 | Ld8

Unit type: infantry

Equipment: hand weapon

Options:

- May ride a Wargoaat (+10 points) or may ride an Emperor Wargoaat (+30 points). May then have a lance (+4 points). Alternately, may ride an Ogre Bodyguard (+40 points).
- May choose up to 50 points of magic items from the Common and Halfmen magic item lists.

Special rules:

- Level 1 Wizard (at the time the army is selected, choose one of the following lores of magic: beasts, fire, heavens, life, light)
- forest-strider

HammerOff



Core

Halfman infantry: 4.5 points.

M4 | WS3 | BS4 | S2 | T2 | W1 | I5 | A1 | Ld8

Unit size: 10 +

Unit type: infantry

Equipment: halberd or spear, hand weapon, heavy armor

- Options:**
- May have a champion (+1A, +4 points), musician (+4 points), and standard bearer (+8 points).
May have shields (+0.5)
 - One unit may have a magic banner costing up to 50 points, chosen from the Common or Halfmen magic item lists.

Special rules: forest-striders



Halfman Missilemen: 7.5 points.

M4 | WS3 | BS4 | S2 | T2 | W1 | I5 | A1 | Ld8

Unit size: 10 +

Unit type: infantry

Equipment: crossbow or handgun, hand weapon, heavy armor

- Options:**
- May have a champion (+1BS, +4 points), musician (+4 points), and standard bearer (+8 points).
May have pavises (+1 point per model). Pavises are heavy shields that give +2 armor save but -1 movement.
 - One unit may have a magic banner costing up to 50 points, chosen from the Common or Halfmen magic item lists.

Special rules: forest-striders.



Goldhammer



Halfmen Militia: 2 points.

M4 | WS2 | BS4 | S2 | T2 | W1 | I5 | A1 | Ld7

Unit size: 10+

Unit type: infantry

Equipment: hand weapon

Options:

- May have a champion (+1A, +4 points), musician (+4 points), and standard bearer (+8 points).
- May have flails (+1 point per model) or slings (+3 points per model) or short bows (+3 points per model)

Special rules: forest-striders

Halfmen-at-arms: 6.5 points.

M4 | WS4 | BS4 | S3 | T2 | W1 | I5 | A1 | Ld9

Unit size: 10+

Unit type: infantry

Equipment: hand weapon, heavy armor, shield

Options:

- May have a champion (+1A, +5 points), musician (+5 points), and standard bearer (+10 points).
- Any unit may have a magic banner costing up to 50 points, chosen from the Common or Halfmen magic item lists.

Special rules: forest-striders



Special

Halfmen Knights: 16 points.

Knight M4 | WS4 | BS4 | S3 | T2 | W1 | I5 A1 | Ld9

Wargoaat M7 | WS2 | BS0 | S3 | T3 | W1 | I3 | A1 L | d6

Unit size: 5+

Unit type: cavalry

Equipment: lance, hand weapon, full plate armor, shield

Options:

- May have a champion (+1A, +10 points), musician (+5 points), and standard bearer (+10 points).
- Any unit may have a magic banner costing up to 50 points, chosen from the Common or Halfmen magic item lists.

Special rules:

horns lowered, stubborn, swiftstride
[stubborn applies to rider]
horns lowered: Wargoats get +1S in combat if they charged that turn.

Sledgehammer

Ogre Mercenaries: 35 points.

M4 | WS2 | BS4 | S2 | T2 | W2 | I5 | A1 | Ld8

Unit size: 3+

Unit type: monstrous infantry

Equipment: hand weapon, light arm

Options:

- May have a champion (+1S and +1A, +25 points), musician (+10 points), and standard bearer (+15 points)
- May have heavy armor (+2 points per model). May have shields (+2 points per model)
- May have great weapons (+2 points per model) or flails (+2 points per model) or halberds (+2 points per model) or additional hand weapons (+2 points per model) or a brace of handguns (+4 points) [brace of handguns: range 24", S4, armor piercing, quick to fire, multiple shots (2). In combat, they provide an extra attack].
- One unit may have a magic banner costing up to 50 points, chosen from the Common or Halfmen magic item lists.

Special rules: cause fear, devastating charge, stomp.

Rare

Halfman Rangers: 10 points.

M4 | WS2 | BS5 | S2 | T2 | W1 | I5 | A1 | Ld8

Unit size: 5-15

Unit type: infantry

Equipment: bow or sling, hand weapon

Options: - May have a champion (+1BS, +5 points), musician (+5 points).

Special rules: forest-striders, skirmishers, scouts.

Ent Artillery: 270 points.

M5 | WS5 | BS5 | S6 | T6 | W6 | I2 | A5 | Ld8

Unit size: 1

Unit type: monster

Special rules: lob boulders, forest-strider, scaly skin (3+), stubborn, immune to psychology, terror, thunderstomp, flammable, large target.

Lob boulders: Ent artillery may lob a boulder during its shooting phase. This is resolved as a Stone Thrower shot. If a 'misfire' is rolled, the shot is not made but there are no further negative effects. Ent Artillery may not move and fire.

Lost Hammer

Thanks Rufus for this very extensive list!

Magic Items

Magic Weapons

The Squirrel's Bite

Hand weapon. The bearer has Heroic Killing Blow. 40 points

Stoutwallow's Bow

Counts as a bow with multiple shots (2), magical attacks and sniper. 20 points.

Magic Armor

Shield of Surprising Success

Counts as a shield that gives +2 to armor save instead of the usual +1. The bearer will automatically pass all characteristics tests other than Ld tests. 10 points.

Armor of the Underdog

Counts as full plate armor. The bearer may increase their WS, I and A by 1 each when fighting in a challenge. 15 points.

Talismans

Boarbreaker's Silver Hipflask

The bearer may add one additional dispel dice to the army's dice pool in each enemy magic phase. 25 points.

Enchanted Items

Aleharrow's Perfect Map

Infantry only. The bearer, and any infantry unit of not more than 30 models joined by them, may use the Ambushers special rule. 25 points.

Cloak of Dappled Leaves

Infantry only. The bearer has the scout rule. 15 points.



Love Hammer

Arcane Items

Old Furfoot's Best Pipeweed

One use only. The bearer may reroll any or all of the dice they used to cast or dispel a spell. 25 points.

Magic Standards

Banner of Hearth and Home

All friendly units within 12" of this banner may re-roll failed rolls to wound in close combat. 100 points.

Standard of the Warden of the Fields

All models in the unit have the scaly skin rule (6+). 50 points.

