Wanderers

Legoli

Ranged

Assist: After you attack a character (whether or not the attack is successful), place a Target token on them. The next time that character is attacked, that attack has advantage. Discard the token afterwards, or if the character takes a defend action or reaction.

Gimlas

Assist: After you attack a character (whether or not the attack is successful), place a Target token on them. The next time that character is attacked, that attack has advantage. Discard the token afterwards, or if the character takes a defend action or reaction.

Solid Footing: You cannot be pushed unless you want to be.

3 x Hearty Halflings (Troops)

Troops: Troops cannot be Wounded. If a Troop would be Wounded, it is instead Disabled.

Lightfoot: You never provoke reactions for leaving a square adjacent to the reactive character.