

DESERT CROWS - DANIEL KING



HALFLINGS (BETA)

NEUTRAL

Braves

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	5	-	4	2	2	12	12/14	[80]
Spellward Keywords: Halfling, Ravenous									
Regiment(20)	5	5	-	4	2	2	12	12/14	[80]
Spellward Keywords: Halfling, Ravenous									
Regiment(20)	5	5	-	4	2	2	12	12/14	[80]
Spellward Keywords: Halfling, Ravenous									

Ej Grenadiers*

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	10	4	-	4	2	2	9	11/13	[105]
Brutal (D3), Fly, Nimble Keywords: Halfling, Tinker									
Regiment(3)	10	4	-	4	2	2	9	11/13	[105]
Brutal (D3), Fly, Nimble Keywords: Halfling, Tinker									
Regiment(3)	10	4	-	4	2	2	9	11/13	[105]
Brutal (D3), Fly, Nimble Keywords: Halfling, Tinker									
Regiment(3)	10	4	-	4	2	2	9	11/13	[105]
Brutal (D3), Fly, Nimble Keywords: Halfling, Tinker									

Aeronauts

Large Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	7	4	-	5	5	2	9	13/15	[170]
Blast (D3), Bombing Run, Brutal, Crushing Strength (2), Fly, Pathfinder Keywords: Halfling, Tinker									
Regiment(3)	7	4	-	5	5	2	9	13/15	[170]
Blast (D3), Bombing Run, Brutal, Crushing Strength (2), Fly, Pathfinder Keywords: Halfling, Tinker									
Regiment(3)	7	4	-	5	5	2	9	13/15	[170]
Blast (D3), Bombing Run, Brutal, Crushing Strength (2), Fly, Pathfinder Keywords: Halfling, Tinker									
Regiment(3)	7	4	-	5	5	2	9	13/15	[170]
Blast (D3), Bombing Run, Brutal, Crushing Strength (2), Fly, Pathfinder Keywords: Halfling, Tinker									
Regiment(3)	7	4	-	5	5	2	9	13/15	[170]
Blast (D3), Bombing Run, Brutal, Crushing Strength (2), Fly, Pathfinder Keywords: Halfling, Tinker									
Regiment(3)	7	4	-	5	5	2	9	13/15	[170]
Blast (D3), Bombing Run, Brutal, Crushing Strength (2), Fly, Pathfinder Keywords: Halfling, Tinker									
Regiment(3)	7	4	-	5	5	2	9	13/15	[170]
Blast (D3), Bombing Run, Brutal, Crushing Strength (2), Fly, Pathfinder Keywords: Halfling, Tinker									

Engineer										Hero
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	5	4	4	2	0	1	10/12	75	
Aura (Wild charge(+1) - Tinker only) Radiance of Life (Tinker only)									10 15	
Individual, Inspiring, Aura (Wild charge (+1) - Tinker only), Radiance of Life (Tinker only) Halfling Carbine (18" Piercing (1) Att: 4) Keywords: Halfling, Tinker									[100]	
1	5	5	4	4	2	0	1	10/12	75	
Aura (Wild charge(+1) - Tinker only) Radiance of Life (Tinker only)									10 15	
Individual, Inspiring, Aura (Wild charge (+1) - Tinker only), Radiance of Life (Tinker only) Halfling Carbine (18" Piercing (1) Att: 4) Keywords: Halfling, Tinker									[100]	
Muster Captain										Hero
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	-	5	2	0	5	12/14	[80]	
Crushing Strength (1), Individual, Inspiring, Mighty, Spellward Keywords: Halfling, Ravenous										

Total Unit Strength: 30
 Total Core: 2300 (100%)

Total Units: 18



SPECIAL RULES AND SPELLS:

Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself.
Blast	If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. Once this is done, roll damage as normal for all of this hits caused.
Bombing Run	In Melee, this unit will always hit the enemy on a 4+ regardless of any other modifiers.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Fly	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
Individual	See page 34 (page 30 in gamers edition)
Inspiring	If this unit, or any Friendly Core unit within 6" of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Mighty	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge though Difficult Terrain.
Radiance of Life	In the Movement phase, after this unit has completed its order, this unit and all Friendly Core units within 6" of this unit immediately remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn.
Spellward	All spells (friend or foe) targeting this unit are resolved at an additional -1 to hit modifier. Note that a natural roll of a 6 will still always hit.