Salamanders NKGT24

2300 / 2300 VALID

Salamanders [2300]

	<u>Sn</u>	Мо	Ra	De		A 44	No	LI4	Pts
Salamander Corsairs Hv Inf Regiment [170]	Sp	<u>Ме</u> 4+	ка 4+	4+	US 2	Att 12	Ne 13/15	<u>Ht</u> 2	[170]
Firelocks (18", Piercing(1), Steady Aim)	0	41	71		2	12	10/10	2	
Special Rules: Crushing Strength(1)	,Fireborn Ke	eywords: Sa	alamander	-	-				
Hv Inf Regiment [170]	5	4+	4+	4+	2	12	13/15	2	[170]
Firelocks (18", Piercing(1), Steady Aim) Special Rules: Crushing Strength(1)	,Fireborn Ke	eywords: Sa	alamander						
Hv Inf Regiment [170]	5	4+	4+	4+	2	12	13/15	2	[170]
Firelocks (18", Piercing(1), Steady Aim) Special Rules: Crushing Strength(1)	,Fireborn Ke	eywords: Sa	alamander						
Hv Inf Regiment [170]	5	4+	4+	4+	2	12	13/15	2	[170]
Firelocks (18", Piercing(1),Steady Aim) Special Rules: Crushing Strength(1)	,Fireborn Ke	eywords: Sa	alamander						
Scorchwings*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde [215]	10	3+	4+	4+	3	14	14/16	4	[215]
Firesparks (18", Steady Aim)	or Thundor	ous Charge	(1) Kouword	e. Elamaha	und				
Special Rules: Fly, Nimble, Pathfind Lrg Cav Horde [215]	10	3+	1) Keyword 4+	4+	3	14	14/16	4	[215]
Firesparks (18", Steady Aim)									[=,0]
Special Rules: Fly, Nimble, Pathfind	er, munder(Jus Criarge(э. гіаттеро					
Rhinosaur Cavalry	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde [265]	7	3+	-	5+	3	18	-/18	4	[250]
Sir Jesse's Boots of Striding									[15]
Special Rules: Brutal, Crushing Stre	ngth(1),Thui		arge(2) Keyv						
Lrg Cav Horde [250]	7	3+	-	5+	3	18	-/18	4	[250]
Special Rules: Brutal, Crushing Stre	ngth(1),Thui	nderous Cha	arge(2) Keyv	words: Rep	tilian, Salam	ander			
Special Rules: Brutal, Crushing Stre Phoenix	ngth(1), Thur Sp	Me	arge(2) Key v Ra	vords: Repa	tilian, Salam US	ander Att	Ne	Ht	Pts
Phoenix		_					Ne 15/17	Ht 6	Pts [145]
Phoenix Titan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5)	Sp 8	<u>Ме</u> 3+	Ra 4+	De 3+	US 2	Att 3	-		
Phoenix Titan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) Special Rules: Crushing Strength(1)	Sp 8 ,Fly, Nimble	Me 3+ , Regenerat	Ra 4+ ion(4+) Keyu	De 3+ words: Flan	US 2 nebound, Ma	Att 3 ajestic	15/17	6	[145] [0]
Phoenix Titan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) Special Rules: Crushing Strength(1) Titan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim)	Sp 8	<u>Ме</u> 3+	Ra 4+	De 3+	US 2	Att 3	-		[145] [0] [145]
Phoenix Titan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) Special Rules: Crushing Strength(1) Titan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5)	Sp 8 ,Fly, Nimble, 8	Me 3+ , Regenerat	Ra 4+ ion(4+) Keyu 4+	De 3+ words: Flan 3+	US 2 nebound, Ma 2	Att 3 ajestic 3	15/17	6	[145] [0]
Phoenix Titan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) Special Rules: Crushing Strength(1) Titan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim)	Sp 8 ,Fly, Nimble, 8	Me 3+ , Regenerat	Ra 4+ ion(4+) Keyu 4+	De 3+ words: Flan 3+	US 2 nebound, Ma 2	Att 3 ajestic 3	15/17	6	[145] [0] [145]
Phoenix Titan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) Special Rules: Crushing Strength(1) Titan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5)	Sp 8 ,Fly, Nimble, 8 ,Fly, Nimble,	Me 3+ , Regenerat	Ra 4+ ion(4+) Keyu 4+	De 3+ words: Flan 3+	US 2 nebound, Ma 2	Att 3 ajestic 3	15/17	6	[145] [0] [145]
Phoenix Titan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) Special Rules: Crushing Strength(1) Titan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) Special Rules: Crushing Strength(1) Herald	Sp 8 ,Fly, Nimble, 8	Me 3+ , Regenerat 3+ , Regenerat	Ra 4+ ion(4+) Keyn 4+ ion(4+) Keyn	De 3+ words: Flan 3+ words: Flan	US 2 nebound, Ma 2 nebound, Ma	Att 3 ajestic 3 ajestic	15/17	6	[145] [0] [145] [0]
Phoenix Fitan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) Special Rules: Crushing Strength(1) Fitan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) Special Rules: Crushing Strength(1) Herald	Sp 8 ,Fly, Nimble, 8 ,Fly, Nimble, Sp 5	Me 3+ , Regenerat 3+ , Regenerat	Ra 4+ ion(4+) Keyn 4+ ion(4+) Keyn Ra -	De 3+ words: Flan 3+ words: Flan De 5+	US 2 nebound, Ma 2 nebound, Ma US 0	Att 3 ajestic 3 ajestic Att 1	15/17 15/17 Ne 10/12	6 6 Ht 2	[145] [0] [145] [0] Pts [60]
Phoenix Fitan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) Special Rules: Crushing Strength(1) Fitan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) Special Rules: Crushing Strength(1) Herald Hero (Hv Inf) 1 [60] Special Rules: Aura(Wild Charge (2))	Sp 8 ,Fly, Nimble, 8 ,Fly, Nimble, 5) - Heavy Infa	Me 3+ , Regenerat 3+ , Regenerat Me 4+ antry only),0	Ra 4+ ion(4+) Keyu 4+ ion(4+) Keyu Ra - Crushing Street	De 3+ words: Flan 3+ words: Flan De 5+ 5+	US 2 nebound, Ma 2 nebound, Ma US 0 ividual, Very	Att 3 ajestic 3 ajestic Att 1 v Inspiring, F	15/17 15/17 Ne 10/12 Fireborn Keyv	6 6 <u>Ht</u> 2 vords: Sal	[145] [0] [145] [0] Pts [60] amander
Phoenix Titan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) Special Rules: Crushing Strength(1) Titan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) Special Rules: Crushing Strength(1) Herald Hero (Hv Inf) 1 [60] Special Rules: Aura(Wild Charge (2)) Battle Captain	Sp 8 ,Fly, Nimble, 8 ,Fly, Nimble, 5) - Heavy Infa Sp	Me 3+ , Regenerat 3+ , Regenerat Me 4+ antry only),0	Ra 4+ ion(4+) Keyn 4+ ion(4+) Keyn Ra -	De 3+ words: Flan 3+ words: Flan De 5+ əngth(1),Ind	US 2 nebound, Ma 2 nebound, Ma US 0 ividual, Very US	Att 3 ajestic 3 ajestic Att 1 v Inspiring, F Att	15/17 15/17 <u>Ne</u> 10/12 Fireborn Keyv Ne	6 Ht 2 vords: Sal	[145] [0] [145] [0] Pts [60] amander Pts
Phoenix Titan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) Special Rules: Crushing Strength(1) Titan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) Special Rules: Crushing Strength(1) Herald Hero (Hv Inf) 1 [60] Special Rules: Aura(Wild Charge (2, Battle Captain Hero (Hv Inf) 1 [85]	Sp 8 ,Fly, Nimble, 8 ,Fly, Nimble, 5) - Heavy Infa	Me 3+ , Regenerat 3+ , Regenerat Me 4+ antry only),0	Ra 4+ ion(4+) Keyu 4+ ion(4+) Keyu Ra - Crushing Street	De 3+ words: Flan 3+ words: Flan De 5+ 5+	US 2 nebound, Ma 2 nebound, Ma US 0 ividual, Very	Att 3 ajestic 3 ajestic Att 1 v Inspiring, F	15/17 15/17 Ne 10/12 Fireborn Keyv	6 6 <u>Ht</u> 2 vords: Sal	[145] [0] [145] [0] Pts [60] amander Pts [55]
Phoenix Titan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) Special Rules: Crushing Strength(1) Titan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) Special Rules: Crushing Strength(1) Herald Hero (Hv Inf) 1 [60] Special Rules: Aura(Wild Charge (2)) Battle Captain	Sp 8 ,Fly, Nimble, 8 ,Fly, Nimble, 5) - Heavy Infa Sp	Me 3+ , Regenerat 3+ , Regenerat Me 4+ antry only),0	Ra 4+ ion(4+) Keyu 4+ ion(4+) Keyu Ra - Crushing Street	De 3+ words: Flan 3+ words: Flan De 5+ əngth(1),Ind	US 2 nebound, Ma 2 nebound, Ma US 0 ividual, Very US	Att 3 ajestic 3 ajestic Att 1 v Inspiring, F Att	15/17 15/17 <u>Ne</u> 10/12 Fireborn Keyv Ne	6 Ht 2 vords: Sal	[145] [0] [145] [0] Pts [60] amander Pts
Phoenix Titan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) Special Rules: Crushing Strength(1) Titan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) Special Rules: Crushing Strength(1) Herald Hero (Hv Inf) 1 [60] Special Rules: Aura(Wild Charge (2)) Battle Captain Hero (Hv Inf) 1 [85] Path of Fire Brace of Pistols Brace of Pistols (12", Ra: 4+, Piercing(1)	Sp 8 ,Fly, Nimble, 8 ,Fly, Nimble, 5 .Fly, Nimble, 5 .Fly, Nimble, 5 .Fly, Nimble, 5	Me 3+ , Regenerat 3+ , Regenerat Me 4+ antry only),0 Me 3+	Ra 4+ ion(4+) Keyu 4+ ion(4+) Keyu Ra - Crushing Street Ra -	De 3+ 3+ words: Flan 3+ De 5+ ength(1),Ind De 5+	US 2 nebound, Ma 2 nebound, Ma 0 ividual, Very US 0	Att 3 ajestic 3 ajestic Att 1 / Inspiring, F Att 3	15/17 15/17 15/17 10/12 Fireborn Keyv Ne 11/13	6 Ht 2 vords: Sal	[145] [0] [145] [0] Pts [60] amander Pts [55] [15]
Phoenix Titan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) Special Rules: Crushing Strength(1) Titan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) Special Rules: Crushing Strength(1) Herald Hero (Hv Inf) 1 [60] Special Rules: Aura(Wild Charge (2)) Battle Captain Hero (Hv Inf) 1 [85] Path of Fire Brace of Pistols	Sp 8 ,Fly, Nimble, 8 ,Fly, Nimble, 5 .Fly, Nimble, 5 .Fly, Nimble, 5 .Fly, Nimble, 5	Me 3+ , Regenerat 3+ , Regenerat Me 4+ antry only),0 Me 3+	Ra 4+ ion(4+) Keyu 4+ ion(4+) Keyu Ra - Crushing Street Ra -	De 3+ 3+ words: Flan 3+ De 5+ ength(1),Ind De 5+	US 2 nebound, Ma 2 nebound, Ma 0 ividual, Very US 0	Att 3 ajestic 3 ajestic Att 1 / Inspiring, F Att 3	15/17 15/17 15/17 10/12 Fireborn Keyv Ne 11/13	6 Ht 2 vords: Sal	[145] [0] [145] [0] Pts [60] amander Pts [55] [15]
Phoenix Titan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) Special Rules: Crushing Strength(1) Titan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) Special Rules: Crushing Strength(1) Herald Hero (Hv Inf) 1 [60] Special Rules: Aura(Wild Charge (2)) Battle Captain Hero (Hv Inf) 1 [85] Path of Fire Brace of Pistols Brace of Pistols (12", Ra: 4+, Piercing(1 Special Rules: Crushing Strength(2)	Sp 8 ,Fly, Nimble, 8 ,Fly, Nimble, 5) - Heavy Infa 5), Heavy Infa 5), Individual, H	Me 3+ , Regenerat 3+ , Regenerat Me 4+ antry only),(Me 3+	Ra 4+ ion(4+) Keyn 4+ ion(4+) Keyn Ra - Crushing Stree Ra -	De 3+ 3+ words: Flan 3+ words: Flan De 5+ ength(1),Ind De 5+ 5+	US 2 nebound, Ma 2 nebound, Ma 0 ividual, Very US 0 fantry only)	Att 3 ajestic 3 ajestic Att 1 / Inspiring, F Att 3 Keywords:	15/17 15/17 15/17 10/12 Fireborn Keyv Ne 11/13 Salamander	6 Ht 2 vords: Sal	[145] [0] [145] [0] Pts [60] amander Pts [55] [15] [15] [15]
Phoenix Titan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) Special Rules: Crushing Strength(1) Titan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) Special Rules: Crushing Strength(1) Herald Hero (Hv Inf) 1 [60] Special Rules: Aura(Wild Charge (2)) Battle Captain Hero (Hv Inf) 1 [85] Path of Fire Brace of Pistols (12", Ra: 4+, Piercing(1 Special Rules: Crushing Strength(2) Firebrand [1]	Sp 8 ,Fly, Nimble, 8 ,Fly, Nimble, 5) - Heavy Infa 5) - Heavy Infa 5), Individual, F	Me 3+ , Regenerat 3+ , Regenerat Me 4+ antry only), (Me 3+ Fireborn, Au	Ra 4+ ion(4+) Keyn 4+ ion(4+) Keyn Ra Crushing Stre Ra ra(Pathfinde	De 3+ words: Flan 3+ words: Flan De 5+ ength(1),Ind De 5+ 5+	US 2 nebound, Ma 2 nebound, Ma 0 ividual, Very US 0 fantry only)	Att 3 ajestic 3 ajestic Att 1 / Inspiring, F Att 3 Keywords: Att	15/17 15/17 15/17 -ireborn Keyv Ne 11/13 Salamander Ne	6 Ht 2 vords: Sal Ht 2 Ht	[145] [0] [145] [0] Pts [60] amander Pts [55] [15] [15] [15] [15]
Phoenix Titan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) Special Rules: Crushing Strength(1) Titan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) Special Rules: Crushing Strength(1) Herald Hero (Hv Inf) 1 [60] Special Rules: Aura(Wild Charge (2)) Battle Captain Hero (Hv Inf) 1 [85] Path of Fire Brace of Pistols Brace of Pistols (12", Ra: 4+, Piercing(1 Special Rules: Crushing Strength(2) Firebrand [1] Hero (Hv Inf) 1 [120]	Sp 8 ,Fly, Nimble, 8 ,Fly, Nimble, 5) - Heavy Infa 5), Heavy Infa 5), Individual, H	Me 3+ , Regenerat 3+ , Regenerat Me 4+ antry only),(Me 3+	Ra 4+ ion(4+) Keyn 4+ ion(4+) Keyn Ra - Crushing Stree Ra -	De 3+ 3+ words: Flan 3+ words: Flan De 5+ ength(1),Ind De 5+ 5+	US 2 nebound, Ma 2 nebound, Ma 0 ividual, Very US 0 fantry only)	Att 3 ajestic 3 ajestic Att 1 / Inspiring, F Att 3 Keywords:	15/17 15/17 15/17 10/12 Fireborn Keyv Ne 11/13 Salamander	6 Ht 2 vords: Sal	[145] [0] [145] [0] Pts [60] amander Pts [55] [15] [15] [15]
Phoenix Titan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) Special Rules: Crushing Strength(1) Titan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) Special Rules: Crushing Strength(1) Herald Hero (Hv Inf) 1 [60] Special Rules: Aura(Wild Charge (2)) Battle Captain Hero (Hv Inf) 1 [85] Path of Fire Brace of Pistols Brace of Pistols (12", Ra: 4+, Piercing(1) Special Rules: Crushing Strength(2) Firebrand [1] Hero (Hv Inf) 1 [120] Pistols (12", Piercing(1)) Special Rules: Aura(Elite (Melee - C	Sp 8 ,Fly, Nimble, 8 ,Fly, Nimble, 5) - Heavy Infa 5), Individual, F 5 5	Me 3+ , Regenerat 3+ , Regenerat Me 4+ antry only),0 Me 3+ =ireborn, Au	Ra 4+ ion(4+) Keyn 4+ ion(4+) Keyn Ra - Crushing Street Ra - ra(Pathfinde Ra 4+	De 3+ words: Flan 3+ words: Flan De 5+ ength(1),Ind De 5+ 7 - Heavy In De 5+	US 2 nebound, Ma 2 nebound, Ma 0 ividual, Very US 0 fantry only) US 0	Att 3 ajestic 3 ajestic Att 1 / Inspiring, F Att 3 Keywords: Att 5	15/17 15/17 15/17 -ireborn Keyv Ne 11/13 Salamander Ne -/15	6 6 words: Sal Ht 2 Ht 2	[145] [0] [145] [0] Pts [60] amander Pts [55] [15] [15] [15] [15]
Phoenix Titan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) Special Rules: Crushing Strength(1) Titan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) Special Rules: Crushing Strength(1) Herald Hero (Hv Inf) 1 [60] Special Rules: Crushing Strength(2) Battle Captain Hero (Hv Inf) 1 [85] Path of Fire Brace of Pistols Brace of Pistols (12", Ra: 4+, Piercing(1) Special Rules: Crushing Strength(2) Firebrand [1] Hero (Hv Inf) 1 [120] Pistols (12", Piercing(1)) Special Rules: Aura(Elite (Melee - C) Dance Keywords: Corsair, Salamander	Sp 8 ,Fly, Nimble, 8 ,Fly, Nimble, 5) - Heavy Info 5) - Heavy Info 5), Individual, F 5 corsairs Only	Me 3+ , Regenerat 3+ , Regenerat Me 4+ antry only),(C Me 3+ Fireborn, Au	Ra 4+ ion(4+) Keyn 4+ ion(4+) Keyn Ra - Crushing Street Ra - ra(Pathfinde Ra 4+ Strength(2),I	De 3+ words: Flan 3+ words: Flan De 5+ ength(1),Ind De 5+ r - Heavy In De 5+	US 2 nebound, Ma 2 nebound, Ma 0 ividual, Very US 0 fantry only) US 0 vidual, Inspi	Att 3 ajestic 3 ajestic Att 1 / Inspiring, F Att 3 Keywords: Att 5 ring, Firebou	15/17 15/17 Ne 10/12 Fireborn Keyv Ne 11/13 Salamander Ne -/15 rn, Crew of Ei	6 Ht 2 vords: Sal Ht 2 Ht 2 mber's	[145] [0] [145] [0] Pts [60] amander Pts [55] [15] [15] [15] [15] [15]
Phoenix Titan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) Special Rules: Crushing Strength(1) Titan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) Special Rules: Crushing Strength(1) Herald Hero (Hv Inf) 1 [60] Special Rules: Aura(Wild Charge (2)) Battle Captain Hero (Hv Inf) 1 [60] Special Rules: Aura(Wild Charge (2)) Battle Captain Hero (Hv Inf) 1 [85] Path of Fire Brace of Pistols Brace of Pistols (12", Ra: 4+, Piercing(1) Special Rules: Crushing Strength(2) Firebrand [1] Hero (Hv Inf) 1 [120] Pistols (12", Piercing(1)) Special Rules: Aura(Elite (Melee - C Dance Keywords: Corsair, Salamander Ghekkotah Skylord on	Sp 8 ,Fly, Nimble, 8 ,Fly, Nimble, 5) - Heavy Infa 5), Individual, F 5 5	Me 3+ , Regenerat 3+ , Regenerat Me 4+ antry only),0 Me 3+ =ireborn, Au	Ra 4+ ion(4+) Keyn 4+ ion(4+) Keyn Ra - Crushing Street Ra - ra(Pathfinde Ra 4+	De 3+ words: Flan 3+ words: Flan De 5+ ength(1),Ind De 5+ 7 - Heavy In De 5+	US 2 nebound, Ma 2 nebound, Ma 0 ividual, Very US 0 fantry only) US 0	Att 3 ajestic 3 ajestic Att 1 / Inspiring, F Att 3 Keywords: Att 5	15/17 15/17 15/17 -ireborn Keyv Ne 11/13 Salamander Ne -/15	6 6 words: Sal Ht 2 Ht 2	[145] [0] [145] [0] Pts [60] amander Pts [55] [15] [15] [15] [15]
Phoenix Titan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) Special Rules: Crushing Strength(1) Titan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) Special Rules: Crushing Strength(1) Herald Hero (Hv Inf) 1 [60] Special Rules: Aura(Wild Charge (2)) Battle Captain Hero (Hv Inf) 1 [60] Special Rules: Aura(Wild Charge (2)) Battle Captain Hero (Hv Inf) 1 [85] Path of Fire Brace of Pistols Brace of Pistols (12", Ra: 4+, Piercing(1) Special Rules: Crushing Strength(2) Firebrand [1] Hero (Hv Inf) 1 [120] Pistols (12", Piercing(1)) Special Rules: Aura(Elite (Melee - C) Dance Keywords: Corsair, Salamander	Sp 8 ,Fly, Nimble, 8 ,Fly, Nimble, 5) - Heavy Info 5) - Heavy Info 5), Individual, F 5 corsairs Only	Me 3+ , Regenerat 3+ , Regenerat Me 4+ antry only),(C Me 3+ Fireborn, Au	Ra 4+ ion(4+) Keyn 4+ ion(4+) Keyn Ra - Crushing Street Ra - ra(Pathfinde Ra 4+ Strength(2),I	De 3+ words: Flan 3+ words: Flan De 5+ ength(1),Ind De 5+ r - Heavy In De 5+	US 2 nebound, Ma 2 nebound, Ma 0 ividual, Very US 0 fantry only) US 0 vidual, Inspi	Att 3 ajestic 3 ajestic Att 1 / Inspiring, F Att 3 Keywords: Att 5 ring, Firebou	15/17 15/17 Ne 10/12 Fireborn Keyv Ne 11/13 Salamander Ne -/15 rn, Crew of Ei	6 Ht 2 vords: Sal Ht 2 Ht 2 mber's	[145] [0] [145] [0] Pts [60] amander Pts [55] [15] [15] [15] [15] [15]
Phoenix Titan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) Special Rules: Crushing Strength(1) Titan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) Special Rules: Crushing Strength(1) Herald Hero (Hv Inf) 1 [60] Special Rules: Aura(Wild Charge (2)) Battle Captain Hero (Hv Inf) 1 [60] Special Rules: Aura(Wild Charge (2)) Battle Captain Hero (Hv Inf) 1 [85] Path of Fire Brace of Pistols (12", Ra: 4+, Piercing(1) Special Rules: Crushing Strength(2) Firebrand [1] Hero (Hv Inf) 1 [120] Pistols (12", Piercing(1)) Special Rules: Aura(Elite (Melee - C Dance Keywords: Corsair, Salamander Ghekkotah Skylord on Scorchwing	Sp 8 ,Fly, Nimble, 8 ,Fly, Nimble, 5) - Heavy Infa 5), Individual, F 5 corsairs Only Sp 5 10	Me 3+ , Regenerati 3+ , Regenerati Me 4+ antry only), (Me 3+ 	Ra 4+ ion(4+) Keyn 4+ ion(4+) Keyn Ra - Crushing Street Ra - ra(Pathfinde Ra 4+ Strength(2),1 Ra 3+	De 3+ words: Flan 3+ words: Flan De 5+ ength(1),Ind De 5+ 7 - Heavy In De 5+ Duelist, Indi De 4+	US 2 nebound, Ma 2 nebound, Ma 0 ividual, Very US 0 fantry only) US 0 vidual, Inspi US 1	Att 3 ajestic 3 ajestic Att 1 / Inspiring, F Att 3 Keywords: Att 5 ring, Firebou Att 4	15/17 15/17 Ne 10/12 Fireborn Keyv Ne 11/13 Salamander Ne -/15 rn, Crew of El Ne 11/13	6 Ht 2 vords: Sal Ht 2 Ht 2 mber's Ht	[145] [0] [145] [0] Pts [60] amander Pts [55] [15] [15] [15] [15] Pts [120]

14 2300 (100.0%) Total Unit Strength:

Custom Rule Description Crew of Ember's Dance In an army that contains Firebrand, Corsairs are no longer Irregular. Special Rule Description 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. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement. Brutal When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (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 Brutal and Dread 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. Duelist While attacking enemy Individuals in Melee, this unit doubles its number of Attacks. Fireborn This unit gains Life Leech (+1) for each Friendly Core unit, including itself, with the Inferno Keyword within 6" to a maximum of (+3) 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. This includes Difficult Terrain the unit started in. 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 Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered. Individual See the Rules Chapter for Individuals If this unit, or any Friendly Core unit within 6inches of this unit, suffers a Rout result, the opponent must re-roll that Inspiring Nerve test. The second result stands. Note that a unit may also have a qualifier for its Inspiring rule. In this case the unit will only Inspire itself and the unit(s) specified. 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. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn. Pathfinder The unit may move At The Double through Difficult Terrain as though it were Open Terrain. Pathfinder units are not Hindered when making a Charge through, or ending over, Difficult Terrain. Piercing All hits caused by Ranged attacks with this rule from this unit have a + (n) modifier when rolling to damage. Regeneration Every time this unit receives a Movement order (including Halt), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered. Steady Aim The unit does not suffer from the -1 Moving modifier when making Ranged attacks. Thunderous Charge All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's Crushing Strength (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero). This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also Very Inspiring affects Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self). Vicious Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1. Spell Description Special Rules Heal For each hit, the target unit regains a point of damage that it has previously suffered.

Range: 12" Friendly, Self, CC 25

Artefact	Description
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.