

Altibash Rene Jahn

Salamanders (Good)								
Corsairs								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	5	4+	5+	4+	10	10/12	115	Base Size: (25x25mm), Crushing Strength (1), Piercing (1), Pistol (Range 12"), Vanguard
Troop(10)	5	4+	5+	4+	10	10/12	115	Base Size: (25x25mm), Crushing Strength (1), Piercing (1), Pistol (Range 12"), Vanguard
- Orcish Skullpole							5	
Troop(10)	5	4+	5+	4+	10	10/12	115	Base Size: (25x25mm), Crushing Strength (1), Piercing (1), Pistol (Range 12"), Vanguard
Ancients on Rhinosaurs								Large Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	7	3+	-	5+	18	-/18	275	Brutal, Crushing Strength (2), Thunderous Charge (2)
- Maccwar's Potion of the Caterpillar							20	
Horde(6)	7	3+	-	5+	18	-/18	275	Brutal, Crushing Strength (2), Thunderous Charge (2)
Lekelidon								Monster
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	5+	3+	4+	5	11/13	95	Crushing Strength (1), Firebolts, Height (2), Piercing (1)
Herald								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	8	4+	-	5+	1	10/12	60	Hero (Cav), Base Size: (25x25mm), Crushing Strength (1), Individual, Inspiring, Thunderous Charge (1)
- Mount on Kaisenor Raptor Mount (Sp 8, Thunderous Charge(1), Hero (Cav)							20	
- War-bow of Kaba							5	
Firebrand [1]								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	3+	4+	4+	5	-/15	120	Hero (Inf), Base Size: (25x25mm), Crushing Strength (1), Fearless (non-Allied Corsair units within 6"), Individual, Inspiring (Corsairs only), Piercing (1), Pistol (Range 12"), Vanguard
Crew of the Ember's Dance[1]								Formation
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(0)	-	-	-	-	-	-/-	30	Formation: Crew of the Ember's Dance

- Brutal** When testing the Nerve of an enemy unit in melee with one or more of your units with this rule, add +1 to the total.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Fearless** Unit has a value of “-” for their Wavering Limit.
- Firebolts** Range 18".
- Formation:** Formation must contain:
Crew of the Ember's Dance 3x Corsairs Troops
 1x Firebrand
 Each unit in this formation is granted the Elite special rule as well as +1 to hit with ranged attacks. In addition they increase their Rout value by 1.
- Individual**
 Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks.
 Move Individuals have the Nimble special rule.
 Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier.
 Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.
- Inspiring** If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.
- Maccwar's Potion of the Caterpillar** The unit has the Pathfinder special rule.
- Orcish Skullpole** The unit has the Brutal special rule. If the unit causes damage in melee, at the end of the Melee phase it must roll a single die. On 3 or less, the Skullpole is destroyed and provides no further benefit for the remainder of the game.
- Piercing** All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Pistol (Range 12")** Range: 12". No -1 modifier for moving.
- Thunderous Charge** All melee hits inflicted by the 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 1 when Hindered.
- Vanguard** The unit can make a single At the Double or Advance order after set-up is finished. If both armies have units with this rule, roll a die. The highest scorer decides who begins to move one

of their Vanguard units first, then the players alternate until all Vanguard units have been moved.

War-bow of Kaba The unit has a ranged attack for which you roll a single die, regardless of the Attacks value of the unit. This attack has a range of 24" and, when rolling to hit, the unit uses a basic Ra value of 4+, regardless of its actual Ra value. The roll to hit is affected as normal by to-hit modifiers, and if a hit is scored, it is resolved at Piercing (1).