

<b>Salamanders (Good)</b>								
<b>Salamander Primes</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	5	4+	-	5+	25	21/23	230	Base Size: (25x25mm), Crushing Strength (1), Pathfinders
- Brew of Strength							30	
<b>Ancients</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	3+	-	5+	12	-/17	170	Base Size: (25x25mm), Crushing Strength (1), Vicious
Regiment(20)	5	3+	-	5+	12	-/17	170	Base Size: (25x25mm), Crushing Strength (1), Vicious
<b>Corsairs</b>								<b>Infantry</b>
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
Troop(10)	5	4+	5+	4+	10	10/12	115	Base Size: (25x25mm), Crushing Strength (1), Piercing (1), Pistol (Range 12"), Vanguard
<b>Ancients on Rhinosaurs</b>								<b>Large Cavalry</b>
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)
- Whip of Celerity							10	
<b>Clan Lord</b>								<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	3+	-	5+	5	13/15	140	Hero (Inf), Base Size: (25x25mm), Crushing Strength (2), Individual, Inspiring, Vicious
- Banner of the Griffin							25	
<b>Firebrand [1]</b>								<b>Hero (Inf)</b>
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
<b>Artakl[1]</b>								<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	7	3+	3+	4+	6	11/13	140	Hero (Inf), Blowpipes, Individual, Inspiring (Ghekkotah only), Master

Stalker, Pathfinder, Piercing (1),  
Stealthy, Vicious

**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

**Inspiration of the Ancients[1] Formation**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(0)	-	-	-	-	-	-/-	20	Formation: Inspiration of the Ancients

- Banner of the Griffin** This unit gains the Rallying! (1) Special rule, or Increases the value of its Rallying! by 1, to a maximum of 2.
- Blowpipes** Treat as Throwing Weapons (Range: 12")
- Brew of Strength** The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.
- 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.
- 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.
- Formation:** Formation must contain:  
**Inspiration of the Ancients** 2x Ancients Regiments  
 1x Clan Lord  
 Each unit of Ancients in this formation is granted the Inspiring special rule. The Clan Lord in this formation is now Fearless and is also granted the Rallying (1) special rule.
- 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.
- Master Stalker** When attacking heroes with the Individual special rule, this unit does not suffer the -1 penalty to hit with ranged attacks. In addition, damage rolls on ranged attacks against Heroes and Monsters are resolved with Piercing (2).

- Pathfinder** The unit suffers no movement penalties for difficult terrain, simply treating it as open terrain. Pathfinder units are not Hindered for charging through difficult terrain.
- Pathfinders** The unit suffers no movement penalties for difficult terrain, simply treating it as open terrain. Pathfinder units are not Hindered for charging through difficult terrain.
- 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.
- Stealthy** Enemies shooting against the unit suffer an additional -1 to hit modifier.
- 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.
- Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.
- Whip of Celerity** While declaring and measuring a charge, the unit has an additional 1" added onto their maximum charge distance. For example, a unit with Speed 5 has a maximum charge distance of 11".