

CoK 2019 Andy Land

Salamanders (Good)								
Ancients								Infantry
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
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
Troop(10)	5	4+	5+	4+	10	10/12	115	Base Size: (25x25mm), Crushing Strength (1), Piercing (1), Pistol (Range 12"), Vanguard
Tyrants								Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	5	4+	-	5+	18	15/18	210	Brutal, Crushing Strength (2), Fury, Vicious
Ghekkotah Skyraiders*								Large Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	10	4+	4+	3+	18	15/17	200	Blowpipes, Fly, Vicious
- Jar of the Four Winds							35	
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	
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)
Clan Lord								Hero (Inf)
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	
Mage-Priest								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	4+	-	5+	2	10/12	90	Hero (Inf), Base Size: (25x25mm), Blizzard (2), Crushing Strength (1), Elite, Fireball (10), Individual, Martyr's Prayer (7)

- Martyr's Prayer (7) (L)

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- Blizzard (2) (L)

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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

Inspiration of the Ancients[1]

Formation

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

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- 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.
- Blizzard** 36" Range, Blast (D6). Indirect.
- Blowpipes** Treat as Throwing Weapons (Range: 12")
- 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.
- Elite** Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.
- Fearless** Unit has a value of “-” for their Wavering Limit.
- Fireball** Spell. Range 12". When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
- Firebolts** Range 18".
- Fly** The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule. While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (ie: Individual) then they will remain Nimble while Disordered.
- 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.
- Fury** While wavered, this unit may declare a Counter-Charge.
- 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.
- Jar of the Four Winds** The unit's 'normal' ranged attacks gain 12" to their range.
- Maccwar's Potion of the Caterpillar** The unit has the Pathfinder special rule.
- Martyr's Prayer** 12" range. Target friendly units only, including units engaged in combat. Instead of causing damage, for each hit scored remove one point of damage which has been previously taken by the target and transfer it to the caster. The caster will not take a nerve test for damage taken in this way.
- 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.
- Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.