

Rene Jahn Salamanders CoK 2019

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
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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
Ancients on Rhinosaur							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)
- Blessing of the Gods							25	
Clan Lord							Hero (Inf)	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	8	3+	-	5+	5	13/15	140	Hero (Cav), Base Size: (25x25mm), Crushing Strength (2), Firebolts, Individual, Inspiring, Thunderous Charge (1), Vicious
- Firebolt (Ra 5+)							15	
- Mount on Kaisenor Raptor Mount (Sp 8, Thunderous Charge(1), Hero (Cav)							30	
- Banner of the Griffin							25	
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

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.

Blessing of the Gods The unit has the Elite special rule.

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 3x Corsairs Troops

Ember's 1x Firebrand

Dance 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 2x Ancients Regiments

of the 1x Clan Lord

Ancients 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.

Piercing All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.

Pistol Range: 12". No -1 modifier for moving.
(Range 12")

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.