

## Salamanders [2300]

Salamander Corsairs Heavy Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Regiment (20) [170]</b> Firelocks (18", Piercing(1),Steady Aim) <i>Special Rules: Crushing Strength(1) Keywords: Salamander</i>	5	4+	4+	4+	2	10	13/15	2	[170]
<b>Regiment (20) [170]</b> Firelocks (18", Piercing(1),Steady Aim) <i>Special Rules: Crushing Strength(1) Keywords: Salamander</i>	5	4+	4+	4+	2	10	13/15	2	[170]
<b>Regiment (20) [170]</b> Firelocks (18", Piercing(1),Steady Aim) <i>Special Rules: Crushing Strength(1) Keywords: Salamander</i>	5	4+	4+	4+	2	10	13/15	2	[170]
<b>Regiment (20) [170]</b> Firelocks (18", Piercing(1),Steady Aim) <i>Special Rules: Crushing Strength(1) Keywords: Salamander</i>	5	4+	4+	4+	2	10	13/15	2	[170]
<b>Regiment (20) [170]</b> Firelocks (18", Piercing(1),Steady Aim) <i>Special Rules: Crushing Strength(1) Keywords: Salamander</i>	5	4+	4+	4+	2	10	13/15	2	[170]
<b>Regiment (20) [170]</b> Firelocks (18", Piercing(1),Steady Aim) <i>Special Rules: Crushing Strength(1) Keywords: Salamander</i>	5	4+	4+	4+	2	10	13/15	2	[170]

[Pillar Front] Scorchwings* Large Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Horde (6) [205]</b> Fire-Oil Firesparks (18", Steady Aim) <i>Special Rules: Fly, Nimble, Pathfinder, Thunderous Charge(1),Crushing Strength(+1 vs. units with Regeneration),Piercing(+1 vs. units with Regeneration) Keywords: Flamebound</i>	10	3+	4+	4+	3	14	14/16	4	[200] [5]
<b>Horde (6) [200]</b> Firesparks (18", Steady Aim) <i>Special Rules: Fly, Nimble, Pathfinder, Thunderous Charge(1) Keywords: Flamebound</i>	10	3+	4+	4+	3	14	14/16	4	[200]
<b>Horde (6) [200]</b> Firesparks (18", Steady Aim) <i>Special Rules: Fly, Nimble, Pathfinder, Thunderous Charge(1) Keywords: Flamebound</i>	10	3+	4+	4+	3	14	14/16	4	[200]
<b>Horde (6) [200]</b> Firesparks (18", Steady Aim) <i>Special Rules: Fly, Nimble, Pathfinder, Thunderous Charge(1) Keywords: Flamebound</i>	10	3+	4+	4+	3	14	14/16	4	[200]

Phoenix Titan	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>1 Spellcaster 0 [145]</b> Firesparks (18", Att: 10, Steady Aim) Heal (5) <i>Special Rules: Crushing Strength(1),Fly, Nimble, Regeneration(4+) Keywords: Flamebound, Majestic</i>	8	3+	4+	3+	1	3	16/18	6	[145] [0]
<b>1 Spellcaster 0 [145]</b> Firesparks (18", Att: 10, Steady Aim) Heal (5) <i>Special Rules: Crushing Strength(1),Fly, Nimble, Regeneration(4+) Keywords: Flamebound, Majestic</i>	8	3+	4+	3+	1	3	16/18	6	[145] [0]

[War Bag] Herald Hero (Heavy Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>1 [65]</b> War-Bow of Kaba War-Bow of Kaba (24", Att: 1, Ra: 4+, Piercing(1),Steady Aim) <i>Special Rules: Crushing Strength(1),Individual, Inspiring Keywords: Salamander</i>	5	4+	-	5+	0	1	10/12	2	[60] [5]

Firebrand [1] Hero (Heavy Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>1 [120]</b> Pistols (12", Piercing(1)) <i>Special Rules: Aura(Elite (Melee - Corsairs Only)),Crushing Strength(2),Duelist, Individual, Inspiring, Crew of Ember's Dance Keywords: Corsair, Salamander</i>	5	3+	4+	5+	0	5	-/15	2	[120]

**Total Units:**  
**Total Primary Core Points:**

14  
2300 (100.0%)

**Total Unit Strength:**

26

<b>Custom Rule</b>	<b>Description</b>
Crew of Ember's Dance	In an army that contains Firebrand, Corsairs are no longer Irregular.

  

<b>Special Rule</b>	<b>Description</b>
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.
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.
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. 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
Inspiring	If this unit, or any Friendly Core unit within 6inches of this unit, suffers a Rout result, the opponent must re-roll that 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 suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. Pathfinder units are not Hindered when making a Charge through 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).

  

<b>Spell</b>	<b>Description</b>	<b>Special Rules</b>
<b>Heal</b> Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	

  

<b>Artefact</b>	<b>Description</b>
Fire-Oil	The unit gains both the Crushing Strength special rule (+1 - vs. units with Regeneration and the Piercing special rule (+1 - vs. units with Regeneration).
War-Bow of Kaba	The unit gains the following Ranged attack: War-Bow of Kaba: 24inches, Att: 1, Ra: 4+, Piercing (1),Steady Aim.