



SALAMANDERS

GOOD

Tyrants

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	4	-	4	3	3	30	-17	240
Blessing of the Gods									
Crushing Strength (2), Wild Charge (D3) Keywords: Berserker, Reptilian									
Horde(6)	6	4	-	4	3	3	30	-17	240
Sir Jesse's Boots of Striding									
Crushing Strength (2), Wild Charge (D3) Keywords: Berserker, Reptilian									
Horde(6)	6	4	-	4	3	3	30	-17	240
Brew of Sharpness									
Crushing Strength (2), Wild Charge (D3) Keywords: Berserker, Reptilian									

Scorchwings*

Large Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	10	3	4	4	4	2	7	11/13	[120]
Fly, Nimble, Pathfinder, Thunderous Charge (1) Firesparks (18", Steady Aim) Keywords: Flamebound									
Regiment(3)	10	3	4	4	4	2	7	11/13	[120]
Fly, Nimble, Pathfinder, Thunderous Charge (1) Firesparks (18", Steady Aim) Keywords: Flamebound									

Lekelidon

Monster

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	5	4	4	3	1	5	11/13	[85]
Crushing Strength (1) Caustic Spit (18", Piercing (1), Steady Aim) Keywords: Reptilian									

Komodon

Monster

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	5	5	4	3	1	3	11/13	[115]
Blast (D3 - Melee), Crushing Strength (1), Ignore Cover, Vicious Bile Spew (36", Blast (D3+1), Piercing(1)) Keywords: Reptilian									
1	5	5	5	4	3	1	3	11/13	[115]
Blast (D3 - Melee), Crushing Strength (1), Ignore Cover, Vicious Bile Spew (36", Blast (D3+1), Piercing(1)) Keywords: Reptilian									

Fire Drake

Titan

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	7	4	4	5	6	1	12	16/18	[210]
Crushing Strength (2), Nimble Firebreath (12", Steady Aim) Keywords: Flamebound, Reptilian									

Ghekkotah Skylord on Scorchwing

Hero (LrgCav)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	10	3	3	4	4	1	4	11/13	[120]
Fly, Inspiring, Nimble, Pathfinder, Thunderous Charge (1), Vicious Firesparks (18", Steady Aim) Keywords: Flamebound, Ghekkotah									

Rakawas, the Pale Rider [1]

Hero (Ttn)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	3	4	5	6	1	12	18/20	[245]
Crushing Strength (2), Inspiring, Nimble, Vicious Firebreath (12", Steady Aim) Keywords: Ancient, Flamebound, Reptilian, Salamander									

The Whispering Scales [1]

Formation

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Formation(1)									[0]

Salamander Primes (F)

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	4	-	5	2	3	12	14/16	[145]
Crushing Strength (1), Scout, Stealthy Keywords: Salamander, Whispering Scales									
Regiment(20)	5	4	-	5	2	3	12	14/16	[145]
Crushing Strength (1), Scout, Stealthy Keywords: Salamander, Whispering Scales									

Battle-Captain (F)

Hero (Hv Inf)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	3	-	5	2	0	3	11/13	[70]
Aura (Pathfinder - Heavy Infantry only), Aura (Elite - Whispering Scales only), Crushing Strength (2), Individual, Inspiring, Path of Fire [1], Scout, Stealthy Keywords: Salamander, Whispering Scales									



SPECIAL RULES AND SPELLS:

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.
Blast	If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. Once this is done, roll damage as normal for all of this hits caused.
Blessing of the Gods	The unit gains the <i>Elite</i> special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
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 <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
Ignore Cover	The firing unit only suffers cover penalties for units that have at least half their base within Difficult Terrain. Note that the firing unit still needs to have Line of Sight to the target to fire at it.
Individual	See page 34 (page 30 in gamers edition)
Inspiring	If this unit, or any Friendly Core unit within 6" 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 <i>Inspiring</i> 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.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge though Difficult Terrain.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Scout	The unit can make a single At the Double or Advance order after set-up is finished but before the first Turn of the first Round begins. If moving At the Double as part of this order, the unit treats Obstacles and Difficult Terrain as Open Terrain during the <i>Scout</i> movement. If both armies have units with this rule, both players roll a single die each. The highest scorer decides who begins to move one of their Scout units first, then the players alternate until all Scout units have been moved. Players then roll to determine who takes the first Turn in Round one as normal.
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
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 <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
Wild Charge	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a unit with a Sp stat of 4 and <i>Wild Charge</i> (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge</i> (D3)). In these cases, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.