

NATE'S SALAMANDER+ELVES "THE CLEVER GIRLS"



SALAMANDERS

GOOD

Salamander Primes

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	4	-	5	2	4	25	21/23	[225]
Crushing Strength (1) Keywords: Salamander									

Ancients*

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	4	3	-	6	2	1	10	-/13	[120]
Crushing Strength (1), Inspiring Keywords: Salamander									

Ghekkotah Hunters

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	7	5	5	3	2	2	10	12/14	[125]
Pathfinder, Stealthy Blowpipes (18", Vicious (Ranged), Steady Aim) Keywords: Ghekkotah, Tracker									

Fire Elementals

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	4	-	5	3	3	18	-/17	[220]
Crushing Strength (2), Pathfinder, Shambling, Vicious (Melee) Keywords: Flamebound									

Tyrants

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	4	-	4	3	3	30	-/17	[240]
Crushing Strength (2), Wild Charge (D3) Keywords: Berserker, Reptilian									

Ember Sprites*

Swarm

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	5	4	3	1	1	14	-/14	[135]
Scout, Shambling, Vicious Flame Belcher (12", Steady Aim) Keywords: Flamebound									

Ghekkotah Slasher

Titan

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	7	3	5	5	6	1	10	16/18	[210]
Crushing Strength (2), Pathfinder Sharpstick Thrower (36", Att: 2, Blast (D3), Piercing (2), Steady Aim) Keywords: Beast, Ghekkotah									

Phoenix

Titan
Spellcaster: 0

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	10	3	-	3	6	1	5	14/16	[195]
Crushing Strength (1), Fly, Nimble, Radiance of Life, Regeneration (4+) Spells: Fireball (10), Heal (5) Keywords: Flamebound, Majestic									

Mage-Priest										Hero (Cav) Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	4	-	5	3	0	1	10/12	90	
Mount on a Raptor, increasing Speed to 8 changing to Hero (Cav - Height 3)										25
Crushing Strength (1), Fuel for the Fire, Individual, Inspiring										[115]
Spells: Fireball (10)										
Keywords: Flamebound, Salamander										

Battle-Captain										Hero (Hv Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	-	5	2	0	3	11/13	55	
Path of Fire [1] - Gain Aura (Pathfinder - Heavy Infantry only) - cannot be taken with magical artefact or Raptor mount.										15
Crushing Strength (2), Individual, Aura (Pathfinder - Heavy Infantry only), Path of Fire [1]										[70]
Keywords: Salamander										

Ghekkotah Clutch Warden										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	3	4	4	2	0	4	10/12	[95]	
Duelist, Individual, Inspiring, Pathfinder, Scout, Stealthy, Vicious										
Blowpipes (18")										
Keywords: Ghekkotah										

ELVES GOOD

Palace Guard										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	6	3	-	4	2	3	12	15/17	[160]	
Crushing Strength (1), Elite (Melee)										
Keywords: Elf										

Kindred Gladestalkers										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Troop(10)	6	3	4	3	2	1	10	10/12	[130]	
Elite, Pathfinder, Scout										
Bows (24", Steady Aim)										
Keywords: Elf, Kindred, Tracker										

Tree Herder										Hero (Mon) Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	-	6	5	1	9	-/18	[260]	
Crushing Strength (3), Inspiring, Pathfinder, Radiance of Life, Scout, Strider										
Spells: Surge (8)										
Keywords: Verdant										

Total Unit Strength: 21

Total Core: 1750 (76.1%)

Total Ally: 550 (23.9%)

Total Units: 14

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.

Blowpipes	Treat as Throwing Weapons (Range: 12")
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Duelist	While attacking enemy <i>Individuals</i> in Melee, this unit doubles its number of Attacks.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
Fireball	Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: Shattering, Hits on a 5+ against units in Cover or with <i>Stealthy</i> .
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.
Fuel for the Fire	While within 6" of another Friendly Core Flamebound unit, this unit can reroll all to hit rolls of a natural, unmodified 1 with Fireball, Bane Chant, Heal and Surge.
Heal	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
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.
Radiance of Life	In the Movement phase, after this unit has completed its order, this unit and all Friendly Core units within 6" of this unit immediately remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn.
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.
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.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
Sharpstick Thrower	This unit is equipped with a ranged attack
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.
Strider	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
Surge	Spell: 12", Friendly Shambling only - For each hit, the target unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the <i>Fly</i> special rule is not in effect for this movement. If this movement brings it into contact with an Enemy unit, treat this as a successful Charge against the enemy facing that has been contacted. However, the charged unit will not take any Nerve tests for any damage it might have taken in the previous Ranged phase. If, and only if, the surged unit contacts a corner of the Enemy unit and not the edge, determine which arc of the target unit the Leader Point of the surging unit is in before it moves and align to that side to attack. If two Enemy units are contacted at the same time, the attacking player may choose which unit is being charged. If the Surge move took the unit over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing combat as normal. This spell has no effect on units with Speed 0.
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.