

 Salamanders [2300]

Tyrants Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [285] Brew of Sharpness	6	3+	-	4+	3	30	-/17	3	[240] [45]
<i>Special Rules: Crushing Strength(2), Wild Charge(D3) Keywords: Beserker, Reptilian</i>									
Horde (6) [270] Blessing of the Gods	6	4+	-	4+	3	30	-/17	3	[240] [30]
<i>Special Rules: Crushing Strength(2), Wild Charge(D3), Elite Keywords: Beserker, Reptilian</i>									

Scorchwings* Large Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [120] Firesparks (18", Steady Aim)	10	3+	4+	4+	2	7	11/13	4	[120]
<i>Special Rules: Fly, Nimble, Pathfinder, Thunderous Charge(1) Keywords: Flamebound</i>									
Horde (6) [200] Firesparks (18", Steady Aim)	10	3+	4+	4+	3	14	14/16	4	[200]
<i>Special Rules: Fly, Nimble, Pathfinder, Thunderous Charge(1) Keywords: Flamebound</i>									

Rhinosaur Cavalry Large Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [270] Brew of Haste	8	3+	-	5+	3	18	-/18	4	[250] [20]
<i>Special Rules: Brutal, Crushing Strength(1), Thunderous Charge(2) Keywords: Reptilian, Salamander</i>									
Horde (6) [265] Sir Jesse's Boots of Striding	7	3+	-	5+	3	18	-/18	4	[250] [15]
<i>Special Rules: Brutal, Crushing Strength(1), Thunderous Charge(2) Keywords: Reptilian, Salamander</i>									

Ember Sprites* Swarm	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [80] Flame Belcher (12", Steady Aim)	6	5+	4+	3+	1	7	-/11	1	[80]
<i>Special Rules: Scout, Shambling, Vicious Keywords: Flamebound</i>									
Regiment (3) [80] Flame Belcher (12", Steady Aim)	6	5+	4+	3+	1	7	-/11	1	[80]
<i>Special Rules: Scout, Shambling, Vicious Keywords: Flamebound</i>									

Lekelidon Monster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [85] Caustic Spit (18", Piercing(1), Steady Aim)	6	5+	4+	4+	1	5	11/13	3	[85]
<i>Special Rules: Crushing Strength(1) Keywords: Reptilian</i>									
1 [85] Caustic Spit (18", Piercing(1), Steady Aim)	6	5+	4+	4+	1	5	11/13	3	[85]
<i>Special Rules: Crushing Strength(1) Keywords: Reptilian</i>									

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

Battle Captain on Rhinosaur Hero (Large Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [160] Inspiring Talisman	7	3+	-	5+	1	6	-/15	4	[140] [20]
<i>Special Rules: Brutal, Crushing Strength(2), Nimble, Thunderous Charge(1), Inspiring Keywords: Reptilian, Salamander</i>									

Ghekkotah Skylord on Scorchwing Hero (Large Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [135] Trickster's Wand Firesparks (18", Steady Aim) Hex (2) <i>Special Rules: Fly, Inspiring, Nimble, Pathfinder, Thunderous Charge(1), Vicious</i> <i>Keywords: Flamebound, Ghekkotah</i>	10	3+	3+	4+	1	4	11/13	4	[120] [15]
1 [120] Firesparks (18", Steady Aim) <i>Special Rules: Fly, Inspiring, Nimble, Pathfinder, Thunderous Charge(1), Vicious</i> <i>Keywords: Flamebound, Ghekkotah</i>	10	3+	3+	4+	1	4	11/13	4	[120]

Total Units: 14 **Total Unit Strength:** 25
Total Primary Core Points: 2300 (100.0%)

Special Rule	Description
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
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.
Inspiring	If this unit, or any Friendly Core unit within 6 inches 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.
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 Scout 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 Scout move.
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).
Vicious	Whenever the unit rolls to damage, it must re-roll 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 Wild Charge (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (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.

Spell	Description	Special Rules
Heal	For each hit, the target unit regains a point of damage that it has previously suffered.	

Range: 12"
Friendly, Self, CC

Hex
Range: 30"
Enemy

Instead of causing damage, if one or more hits are scored, the target enemy unit is Hexed and receives two points of damage each time it scores a hit with a spell until the end of its next Turn. A Nerve test is not required for damage caused by this spell. While a unit is Hexed, it may not cast spells unless it received a Halt or Change Facing order in the Movement Phase.

Artefact	Description
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Trickster's Wand	The unit gains the Hex (2) spell. If this unit scores a hit with its Hex against an enemy Hero also carrying a Trickster's Wand, the enemy's Hex spell, granted by its Trickster's Wand, cannot be used for the remainder of the game.
Blessing of the Gods	The unit gains the Elite special rule.
Brew of Haste	This unit increases its Speed stat by +1.
Inspiring Talisman	The unit gains the Inspiring special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.