



## Salamanders [2300]

Ancients*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Regiment [185]	4	3+	-	6+	3	12	-/17	2	[185]
<i>Special Rules: Crushing Strength(1), Inspiring</i> <b>Keywords: Salamander</b>									
Hv Inf Regiment [185]	4	3+	-	6+	3	12	-/17	2	[185]
<i>Special Rules: Crushing Strength(1), Inspiring</i> <b>Keywords: Salamander</b>									

Salamander Ceremonial Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Horde [255]	5	4+	-	5+	4	30	21/23	2	[255]
<i>Special Rules: Crushing Strength(1), Phalanx, Fireborn</i> <b>Keywords: Salamander</b>									

Tyrants	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [240]	6	4+	-	4+	3	30	-/17	3	[240]
<i>Special Rules: Crushing Strength(2), Wild Charge(D3)</i> <b>Keywords: Beserker, Reptilian</b>									
Lrg Inf Horde [240]	6	4+	-	4+	3	30	-/17	3	[240]
<i>Special Rules: Crushing Strength(2), Wild Charge(D3)</i> <b>Keywords: Beserker, Reptilian</b>									

Scorchwings*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde [215]	10	3+	4+	4+	3	14	14/16	4	[215]
Firesparks (18", Steady Aim)									
<i>Special Rules: Fly, Nimble, Pathfinder, Thunderous Charge(1)</i> <b>Keywords: Flamebound</b>									

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

Phoenix	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 Spellcaster 0 [145]	8	3+	4+	3+	2	3	15/17	6	[145]
Firesparks (18", Att: 10, Steady Aim)									
Heal (5) [0]									
<i>Special Rules: Crushing Strength(1), Fly, Nimble, Regeneration(4+)</i> <b>Keywords: Flamebound, Majestic</b>									
Titan 1 Spellcaster 0 [145]	8	3+	4+	3+	2	3	15/17	6	[145]
Firesparks (18", Att: 10, Steady Aim)									
Heal (5) [0]									
<i>Special Rules: Crushing Strength(1), Fly, Nimble, Regeneration(4+)</i> <b>Keywords: Flamebound, Majestic</b>									
Titan 1 Spellcaster 0 [145]	8	3+	4+	3+	2	3	15/17	6	[145]
Firesparks (18", Att: 10, Steady Aim)									
Heal (5) [0]									
<i>Special Rules: Crushing Strength(1), Fly, Nimble, Regeneration(4+)</i> <b>Keywords: Flamebound, Majestic</b>									

Mage Priest	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 Spellcaster 2 [130]	5	4+	-	5+	0	1	10/12	2	[60]
Diadem of Dragonkind [30]									
Fireball (16) [30]									
Mindfog(2) [10]									
<i>Special Rules: Crushing Strength(1), Individual, Inspiring, Fireborn, Fuel for the Fire</i> <b>Keywords: Flamebound, Salamander</b>									
Hero (Hv Inf) 1 Spellcaster 2 [150]	5	4+	-	5+	0	1	10/12	2	[60]
Conjurer's Staff [10]									
Bane Chant (3) [30]									
Veil of Shadows[1](3) [30]									
Scorched Earth(2) [20]									
<i>Special Rules: Crushing Strength(1), Individual, Inspiring, Fireborn, Fuel for the Fire</i> <b>Keywords: Flamebound, Salamander</b>									

Total Units:

12

Total Unit Strength:

28

Total Primary Core Points:

2300 (100.0%)

Custom Rule	Description
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.

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.
Fireborn	This unit gains Life Leech (+1) for each Friendly Core unit, including itself, with the Inferno Keyword within 6" to a maximum of (+3)
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. This includes Difficult Terrain the unit started in. 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 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 may move At The Double through Difficult Terrain as though it were Open Terrain. Pathfinder units are not Hindered when making a Charge through, or ending over, Difficult Terrain.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
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).
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, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

Spell	Description	Special Rules
<b>Bane Chant</b> Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.	
<b>Fireball</b> Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
<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>Mind Fog</b> Range: 36" Enemy	Instead of causing damage, if one or more hits are scored, make a Nerve test for the target at the end of the Ranged phase as though damage had been caused.	Shattering
<b>Veil of Shadows [1]</b> Range: 0" Self	If one or more hits are scored, the spellcaster gains the Aura (Stealthy) special rule until the start of the player's next Turn.	
<b>Scorched Earth</b>	If one or more hits are successfully scored, during the following Turn any charges made by the	

Range: 18"  
Enemy

target unit will be Hindered. In addition, the target unit cannot use the Strider and Pathfinder special rules for the duration of its next Turn.

---

Artefact	Description
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Diadem of Dragonkind	The unit gains the Fireball (8) spell, or if the unit already has a Fireball spell, its value is increased by 6.