

DAVE BAKER - SALAMANDERS



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									

Tyrants

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	4	-	4	3	3	30	-/17	240
Brew of Sharpness									
Crushing Strength (2), Wild Charge (D3) Keywords: Berserker, Reptilian									
Horde(6)	6	4	-	4	3	3	30	-/17	240
Maccwar's Potion of the Caterpillar									
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									
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									

Ember Sprites*

Swarm

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	6	5	4	3	1	1	7	-/11	[80]
Scout, Shambling, Vicious Flame Belcher (12", Steady Aim) Keywords: Flamebound									
Regiment(3)	6	5	4	3	1	1	7	-/11	[80]
Scout, Shambling, Vicious Flame Belcher (12", Steady Aim) Keywords: Flamebound									

Greater Fire Elemental										Monster Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	-	5	5	1	8	-/18	[175]	
Crushing Strength (3), Pathfinder, Shambling, Vicious (Melee) Spells: Fireball (8) Keywords: Flamebound										
1	6	3	-	5	5	1	8	-/18	[175]	
Crushing Strength (3), Pathfinder, Shambling, Vicious (Melee) Spells: Fireball (8) 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										
Mage-Priest										Hero (Hv Inf) Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	4	-	5	2	0	1	10/12	[90]	
Crushing Strength (1), Fuel for the Fire, Individual, Inspiring Spells: Fireball (10) Keywords: Flamebound, Salamander										
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										

Total Unit Strength: 25

Total Core: 2300 (100%)

Total Units: 15



SPECIAL RULES AND SPELLS:

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.
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.
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.
Maccwar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.

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.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> 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 <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.