

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										
Horde(6)	6	4	-	5	3	3	18	-17	[220]	
Crushing Strength (2), Pathfinder, Shambling, Vicious (Melee)										
Keywords: Flamebound										
Horde(6)	6	4	-	5	3	3	18	-17	[220]	
Crushing Strength (2), Pathfinder, Shambling, Vicious (Melee)										
Keywords: Flamebound										
Horde(6)	6	4	-	5	3	3	18	-17	220	
Custom name: Fire Falls										
Brew of Sharpness										
Crushing Strength (2), Pathfinder, Shambling, Vicious (Melee)										
Keywords: Flamebound										

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										

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										

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)										

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	
Custom name: Fire Ball										
Crown of the Wizard King										
Replace Fireball (10) with Surge (8)										
Crushing Strength (1), Fuel for the Fire, Individual, Inspiring										
Spells: Surge (8)										
Keywords: Flamebound, Salamander										
1	5	4	-	5	2	0	1	10/12	90	
Custom name: Red Cloak										
Replace Fireball (10) with Surge (8)										
Library Veil of Shadows [1](3)										
Crushing Strength (1), Fuel for the Fire, Individual, Inspiring										
Spells: Surge (8), Veil of Shadows [1] (3)										
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]	
Custom name: Sir-trips-alot										
Fly, Inspiring, Nimble, Pathfinder, Thunderous Charge (1), Vicious										
Firesparks (18", Steady Aim)										
Keywords: Flamebound, Ghekkotah										

Total Unit Strength: 22
Total Core: 2300 (100%)

Total Units: 14

Fire Wagon

Hero (Cht)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	7	3	-	5	3	1	5	14	150

CS 1+, TC 1+, Nimble, Inspire, LB 5, Surge 5



SPECIAL RULES AND SPELLS:

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.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
Crown of the Wizard King	The unit gains an additional 6" range on all of its spells that target Friendly units.
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.
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.
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.
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.
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).
Veil of Shadows [1]	Unique spell: Self - If one or more hits are scored, the spellcaster gains the Aura (<i>Stealthy</i>) special rule until the start of the player's next Turn.
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

- **Spray Gravel:** By doing donuts in place (no actual change of facing) you create a cloud of gravel that deters even the most ferocious enemies. Until the start of your next turn you have Aura: Phalanx.
- **Belch Smoke:** Fiddling with the inner workings of your chariot engine you create a billowing cloud of black smoke. Until the start of your next turn you have Aura: *Stealthy*.
- **Rev the Demon:** Whether it's clever machinery, arcane energies, or an actual caged demon, you can push the engine of your chariot to create a terrible racket that warps the fabric of space around you. Until the start of your next turn you have Aura: *Spellward*.