

## Salamanders [2300]

Tyrants	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde (6) [240] <i>Special Rules:</i> Crushing Strength(2), Wild Charge(D3) <i>Keywords:</i> Beserker, Reptilian	6	4+	-	4+	3	30	-/17	3	[240]
Lrg Inf Horde (6) [250] Pipes of Terror <i>Special Rules:</i> Crushing Strength(2), Wild Charge(D3), Brutal <i>Keywords:</i> Beserker, Reptilian	6	4+	-	4+	3	30	-/17	3	[240] [10]
Lrg Inf Horde (6) [255] Sir Jesse's Boots of Striding <i>Special Rules:</i> Crushing Strength(2), Wild Charge(D3) <i>Keywords:</i> Beserker, Reptilian	6	4+	-	4+	3	30	-/17	3	[240] [15]

Scorchwings*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde (6) [200] Firesparks (18", Steady Aim) <i>Special Rules:</i> Fly, Nimble, Pathfinder, Thunderous Charge(1) <i>Keywords:</i> Flamebound	10	3+	4+	4+	3	14	14/16	4	[200]
Lrg Cav Horde (6) [200] Firesparks (18", Steady Aim) <i>Special Rules:</i> Fly, Nimble, Pathfinder, Thunderous Charge(1) <i>Keywords:</i> Flamebound	10	3+	4+	4+	3	14	14/16	4	[200]
Lrg Cav Horde (6) [205] Fire-Oil Firesparks (18", Steady Aim) <i>Special Rules:</i> Fly, Nimble, Pathfinder, Thunderous Charge(1), Crushing Strength(+1 vs. units with Regeneration), Piercing(+1 vs. units with Regeneration) <i>Keywords:</i> Flamebound	10	3+	4+	4+	3	14	14/16	4	[200] [5]

Rhinosaur Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde (6) [250] <i>Special Rules:</i> Brutal, Crushing Strength(1), Thunderous Charge(2) <i>Keywords:</i> Reptilian, Salamander	7	3+	-	5+	3	18	-/18	4	[250]

Ghekkotah Clutch Warden	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [95] Blowpipe (18", Steady Aim) <i>Special Rules:</i> Duelist, Individual, Inspiring, Pathfinder, Scout, Stealthy, Vicious <i>Keywords:</i> Ghekkotah	7	3+	4+	4+	0	4	10/12	2	[95]

Rakawas, The Pale Rider [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 [245] Firebreath (12", Steady Aim) <i>Special Rules:</i> Crushing Strength(2), Inspiring, Nimble, Vicious <i>Keywords:</i> Ancient, Flamebound, Reptilian, Salamander	6	3+	4+	5+	1	12	18/20	6	[245]

[F] Salamander Primes (Whispering Scales) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Regiment (20) [145] <i>Special Rules:</i> Crushing Strength(1), Scout, Stealthy <i>Keywords:</i> Salamander, Whispering Scales	5	4+	-	5+	3	12	14/16	2	[145]

[F] Salamander Primes (Whispering Scales) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Regiment (20) [145] <i>Special Rules:</i> Crushing Strength(1), Scout, Stealthy <i>Keywords:</i> Salamander, Whispering Scales	5	4+	-	5+	3	12	14/16	2	[145]

[F] Zoelkifli the Unseen (Whispering Scales) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [70] <i>Special Rules:</i> Aura(Elite(Whispering Scales) / Pathfinder(Heavy Infantry)), Crushing Strength(2), Individual, Inspiring, Scout, Stealthy <i>Keywords:</i> Salamander, Whispering Scales	5	3+	-	5+	0	3	11/13	2	[70]

Total Units: 12  
Total Primary Core Points: 2300 (100.0%)

Total Unit Strength: 28

Special Rule	Description
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. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.

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.
Duelist	While attacking enemy Individuals in Melee, this unit doubles its number of Attacks.
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.
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 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.
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.
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 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 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.

Artefact	Description
Fire-Oil	The unit gains both the Crushing Strength special rule (+1 - vs. units with Regeneration) and the Piercing special rule (+1 - vs. units with Regeneration).
Pipes of Terror	This unit gains the Brutal special rule.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.