

Salamanders [2300]

Salamander Ceremonial Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Horde (40) [305]	5	4+	-	5+	4	30	21/23	2	[265]
Brew of Strength									[40]
Special Rules: <i>Crushing Strength(2), Phalanx</i> Keywords: <i>Salamander</i>									

Tyrants	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde (6) [285]	6	3+	-	4+	3	30	-/17	3	[240]
Brew of Sharpness									[45]
Special Rules: <i>Crushing Strength(2), Wild Charge(D3)</i> Keywords: <i>Beserker, Reptilian</i>									
Lrg Inf Horde (6) [250]	6	4+	-	4+	3	30	-/17	3	[240]
Mead of Madness									[10]
Special Rules: <i>Crushing Strength(2), Wild Charge(D3 + 1)</i> Keywords: <i>Beserker, Reptilian</i>									

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

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

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

Phoenix	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 Spellcaster 0 [175]	8	3+	4+	2+	1	3	16/18	6	[145]
Ancient Phoenix									[30]
Firesparks (18", Att: 10, Steady Aim)									
Heal (5)									[0]
Special Rules: <i>Crushing Strength(1), Fly, Regeneration(3+), Radiance of Life, Cloak of Death</i> Keywords: <i>Flamebound, Majestic</i>									
Titan 1 Spellcaster 0 [145]	8	3+	4+	3+	1	3	16/18	6	[145]
Firesparks (18", Att: 10, Steady Aim)									
Heal (5)									[0]
Special Rules: <i>Crushing Strength(1), Fly, Nimble, Regeneration(4+)</i> Keywords: <i>Flamebound, Majestic</i>									

Artakl [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [135]	7	3+	3+	4+	0	5	11/13	2	[135]
Blowpipe (18", Piercing(1))									
Special Rules: <i>Duelist, Individual, Inspiring, Pathfinder, Scout, Stealthy, Vicious, Monster Hunter</i> Keywords: <i>Ghekkotah, Tracker</i>									

Mage Priest	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 Spellcaster 2 [160]	5	4+	-	5+	0	1	10/12	2	[90]
Sacred Horn									[15]
Fireball (10)									[0]
Veil of Shadows[1](3)									[30]
Barkskin[1](5)									[25]
Special Rules: <i>Crushing Strength(1), Individual, Inspiring, Fuel for the Fire</i> Keywords: <i>Flamebound, Salamander</i>									

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

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

Total Units: 12 **Total Unit Strength:** 21
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.
Monster Hunter	The unit has Piercing (2) with its Blowpipe weapon when attacking Monsters and Titans.

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.
Cloak of Death	In the Movement phase, after this unit has completed its order, all Enemy units within 6" of this unit take an immediate point of damage. Units can only be damaged by a single source of Cloak of Death per Turn. No Nerve test is required for damage taken from a Cloak of Death.
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 6inches 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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Radiance of Life	In the Movement phase, after this unit has completed its order, this unit and all Friendly Core units within 6" of this unit immediately remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn.
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.
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.

Spell	Description	Special Rules
Fireball Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
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.	
Veil of Shadows [1] 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.	
Barkskin [1] Range: 12" Friendly, Self, CC	Unlike most spells that always hit on a 4+, this spell rolls to hit on a result equal to the target's Defence value (e.g. when targeting a Defence 5 unit, the spell will hit on a 5+ before any other modifiers are applied). For each hit scored, place a Barkskin token on the target unit (use a different coloured die or suitable markers). Whenever a unit with one or more Barkskin tokens would suffer damage, it instead removes one Barkskin token per point of damage taken. Once all Barkskin tokens have been removed, excess damage is suffered by the unit as normal. Removing a Barkskin token does not count as taking damage for the purposes of requiring a Nerve test or other special rules, but will still Disorder the target if the token was removed in Melee. At the start of the caster's following Turn, all remaining Barkskin tokens on the target unit are removed from play.	

Artefact	Description
Mead of Madness	The unit gains the Wild Charge (+1) special rule.
Sacred Horn	The unit gains as additional 3inch range to all of its Auras.
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.
Inspiring Talisman	The unit gains the Inspiring special rule.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.