Santa is a T-Rex



Special Rule

Description

잗 Salamanders [1995]

Salamander Primes	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Horde [215]	5	4+	-	5+	4	25	21/23	2	[215]
Special Rules: Crushing Strength(1),	Fireborn Ke	ywords: Sa	alamander						
Hv Inf Horde [215]	5	4+	-	5+	4	25	21/23	2	[215]
Special Rules: Crushing Strength(1),	Fireborn Ke	ywords: Sa	alamander						

Salamander Corsairs	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Regiment [170]	5	4+	4+	4+	2	12	13/15	2	[170]
Firelocks (18", Piercing(1), Steady Aim)									
Special Rules: Crushing Strength(1),	Fireborn Ke	ywords: Sa	lamander						
Hv Inf Regiment [170]	5	4+	4+	4+	2	12	13/15	2	[170]
Firelocks (18", Piercing(1), Steady Aim)									
Special Rules: Crushing Strength(1),	Fireborn Ke	ywords: Sa	lamander						
Hv Inf Regiment [170]	5	4+	4+	4+	2	12	13/15	2	[170]
Firelocks (18", Piercing(1), Steady Aim)									
Special Rules: Crushing Strength(1),Fireborn Keywords: Salamander									

Fire Drake	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [210]	7	4+	4+	5+	2	12	16/18	6	[210]
Firebreath (12", Steady Aim)									
Special Rules: Crushing Strength(2)	,Nimble Key	words: Flai	mebound, Re	eptilian, Infe	erno				
Titan 1 [210]	7	4+	4+	5+	2	12	16/18	6	[210]
Firebreath (12", Steady Aim)									
Special Rules: Crushing Strength(2)	.Nimble Kev	words: Flai	mebound. Re	eptilian. Infe	erno				

Mage Priest	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 Spellcaster 2 [120]	5	4+	-	5+	0	1	10/12	2	[60]
Amulet of the Fireheart									[10]
Bane Chant (3)									[30]
Hex(3)									[20]
Special Rules: Crushing Strength(1),	Individual, II	nspiring, Fir	eborn, Fuel i	for the Fire I	Keywords: I	Flamebound	l, Salamande	ər	

Firebrand [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [120]	5	3+	4+	5+	0	5	-/15	2	[120]
Pistols (12", Piercing(1))									

Special Rules: Aura(Elite (Melee - Corsairs Only)), Crushing Strength(2), Duelist, Individual, Inspiring, Fireborn, Crew of Ember's Dance Keywords: Corsair, Salamander

Battle Captain on Rhinosaur	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 [150]	7	3+	-	5+	1	6	-/15	4	[140]
Hann's Sanguinary Scripture									[10]
Special Rules: Brutal, Crushing Stre	ngth(2),Nimb	ole, Thunder	rous Charge	(1),Lifeleech	h(1) Keywor	ds: Reptilia	n, Salamand	ler	

Rakawas, The Pale Rider [1]	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 [245]	6	3+	4+	5+	2	12	18/20	6	[245]
Firebreath (12" Steady Aim)									

Special Rules: Crushing Strength(2), Inspiring, Nimble, Vicious Keywords: Ancient, Flamebound, Reptilian, Salamander, Inferno

Total Units: Total Unit Strength: 21 11 1995 (100.0%) **Total Primary Core Points:**

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.
Crew of Ember's Dance	In an army that contains Firebrand, Corsairs are no longer Irregular.

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.
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)
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.
Lifeleech	When this unit completes its to-hit and to-damage rolls in Melee combat, it regains one point of damage it has previously suffered for every point of damage it causes on the enemy unit, up to a maximum of n. Lifeleech has a maximum total of 3.
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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
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).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
Spell	Description Special Rules
Bane Chant 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.
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.
Artefact	Description
Amulet of the Fireheart	Once per game, immediately after casting a spell, the unit may cast a second, different spell. The unit cannot use this artefact to cast more than two spells in a single turn.
Hann's Sanguinary Scripture	The unit gains the Lifeleech (+1) special rule.