

# Salamanders

2300 / 2300 VALID



## Salamanders [2300]

Salamander Unblooded Heavy Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40) [220] Helm of the Drunken Ram	5	4+	-	4+	4	30	20/22	2	[200] [20]
<i>Special Rules: Thunderous Charge(2), Wild Charge(D3) Keywords: Salamander</i>									

Fire Elementals Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [220] <i>Special Rules: Crushing Strength(2), Pathfinder, Shambling, Vicious(Melee) Keywords: Flamebound</i>	6	4+	-	5+	3	18	-/17	3	[220]
Horde (6) [220] <i>Special Rules: Crushing Strength(2), Pathfinder, Shambling, Vicious(Melee) Keywords: Flamebound</i>	6	4+	-	5+	3	18	-/17	3	[220]

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

Scorchwings* Large Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [120] Firesparks (18", Steady Aim)	10	3+	4+	4+	2	7	11/13	4	[120]
<i>Special Rules: Fly, Nimble, Pathfinder, Thunderous Charge(1) Keywords: Flamebound</i>									

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

Ember Sprites* Swarm	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [80] Flame Belcher (12", Steady Aim)	6	5+	4+	3+	1	7	-/11	1	[80]
<i>Special Rules: Scout, Shambling, Vicious Keywords: Flamebound</i>									
Regiment (3) [80] Flame Belcher (12", Steady Aim)	6	5+	4+	3+	1	7	-/11	1	[80]
<i>Special Rules: Scout, Shambling, Vicious Keywords: Flamebound</i>									

Greater Fire Elemental Monster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 0 [175] Fireball (8)	6	3+	4+	5+	1	8	-/18	5	[175] [0]
<i>Special Rules: Crushing Strength(3), Pathfinder, Shambling, Vicious(Melee) Keywords: Flamebound</i>									
1 Spellcaster 0 [175] Fireball (8)	6	3+	4+	5+	1	8	-/18	5	[175] [0]
<i>Special Rules: Crushing Strength(3), Pathfinder, Shambling, Vicious(Melee) Keywords: Flamebound</i>									

Mage Priest Hero (Heavy Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 2 [110] Surge (8) Hex(3)	5	4+	-	5+	0	1	10/12	2	[90] [0] [20]
<i>Special Rules: Crushing Strength(1), Individual, Inspiring, Fuel for the Fire Keywords: Flamebound, Salamander</i>									

Ghekkotah Skylord on Scorchwing Hero (Large Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [120] Firesparks (18", Steady Aim)	10	3+	3+	4+	1	4	11/13	4	[120]
<i>Special Rules: Fly, Inspiring, Nimble, Pathfinder, Thunderous Charge(1), Vicious Keywords: Flamebound, Ghekkotah</i>									

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

**Total Units:** 13      **Total Unit Strength:** 24  
**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.

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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
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 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 suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. Pathfinder units are not Hindered when making a Charge through Difficult Terrain.
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.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a Scout 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 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, 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.

Spell	Description	Special Rules
<b>Fireball</b> Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
<b>Hex</b> Range: 30"	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	

Enemy 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.

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**Surge**  
Range: 12"  
Friendly – Shambling Only

For each hit, the target friendly Shambling unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the Fly 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.

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Artefact	Description
Helm of the Drunken Ram	The unit gains the Thunderous Charge (+1) special rule, but may not benefit from either the Strider or Pathfinder special rules when carrying out a Charge.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.