

Salamanders Braving the Storm

2300 / 2300 VALID

1st Battalion

Ylatar [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Inf)	5	3+	-	5+	2	5	16	2	[170]
Special Rules: Aura(Iron Resolve),Blast(2),Crushing Strength(2),Individual, Inspiring									

Mage Priest [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	4+	-	5+	1	1	12	2	[195]
Shroud of the Saint									[25]
Heal (5)									[15]
Surge (8)									[30]
Host Shadowbeast(8)									[30]
Special Rules: Crushing Strength(1),Individual, Inspiring, Yielding, Fuel for the Fire Traits: Spellcaster									

Z'akke [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	4+	-	5+	1	D6	13	2	[180]
Fireball (6)									[0]
Bane Chant (2)									[0]
Special Rules: Individual, Inspiring, Fuel for the Fire, Elemental Spark, Conflagration of Pain Traits: Spellcaster									

Salamander Primes	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Hvy Inf Regiment	5	4+	-	5+	2	12	16	2	[125]
Special Rules: Crushing Strength(1) Traits: Flamebound									
Core Hvy Inf Regiment	5	4+	-	5+	2	12	16	2	[125]
Special Rules: Crushing Strength(1) Traits: Flamebound									

Salamander Unblooded	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Hvy Inf Regiment	5	4+	-	4+	2	15	15	2	[110]
Special Rules: Thunderous Charge(1),Wild Charge(D3) Traits: Flamebound									

Kaisenor Lancers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Cav Regiment	8	4+	-	5+	2	20	16	3	[200]
Helm of Confidence									[15]
Special Rules: Crushing Strength(1),Thunderous Charge(1),Inspiring(Self) Traits: Flamebound									

Ancients	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Hvy Inf Troop	4	3+	-	6+	1	10	13	2	[145]
Special Rules: Crushing Strength(1),Fearless, Rallying									

Fire Elementals	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Troop	6	3+	-	5+	1	8	14	3	[140]
Special Rules: Crushing Strength(2),Fearless, Shambling, Vicious(Combat) Traits: Elemental									
Specialist Lrg Inf Troop	6	3+	-	5+	1	8	14	3	[140]
Special Rules: Crushing Strength(2),Fearless, Shambling, Vicious(Combat) Traits: Elemental									

Tyrants	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Troop	6	4+	-	4+	1	15	14	3	[150]
Special Rules: Crushing Strength(2),Fearless, Wild Charge(D3)									

Rhinosaur Cavalry	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Lrg Cav Troop	7	3+	-	5+	1	9	15	4	[180]
Sir Jesse's Boots of Striding									[15]
Special Rules: Brutal(1),Crushing Strength(1),Fearless, Thunderous Charge(2)									

Scorchwings	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Lrg Cav Troop	10	3+	5+	4+	1	7	13	4	[160]
Firesparks (18")									
Special Rules: Feint, Fly, Pathfinder, Thunderous Charge(1) Traits: Elemental									

Indirect	A unit or weapon with this rule cannot make Ranged attacks on targets that are within 12", but does not suffer the -1 to-hit modifier for enemy targets being in cover.
Individual	This rule is explained on page 42.
Inspiring	If this unit, or any friendly unit within 6" of this unit, suffers a Wavering or Rout result (including when attempting to Withdraw!), that Nerve test must be rerolled. 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.
Pathfinder	The unit may move At The Double! through Difficult Terrain as though it were Open Terrain.
Piercing (n)	All hits caused by Ranged attacks from a unit or weapon with this special rule have a (+n) modifier when rolling to damage. For example: when rolling to damage with a Ranged attack that has Piercing (1), a roll of 4 would become a roll of 5.
Rallying	Friendly units within 6" of this unit have +1 to their Nerve value. This is not cumulative if multiple units with Rallying are in range.
Shambling	The unit cannot be given an At the Double! movement order. In addition, it can only make a single pivot as part of an Advance! movement order instead of two.
Thunderous Charge (n)	If the unit has made a Charge! into Combat this Turn, all hits inflicted in Combat 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 Hindered.
Vicious	Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase.
Wild Charge (n)	Units with this special rule add (n) to their charge range. This is added after Sp is doubled. For example, 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, roll a separate D3 for the unit after issuing a Charge order to it. If the number rolled means that the target unit is not in range to complete the charge, your unit must be given a different order, but cannot select an alternative unit to Charge!
Yielding	Both friendly and enemy units can always choose to ignore this unit, just as if it was not there, when moving and shooting (even if Engaged with it). They must however still end their Movement Order clear of this unit. It is assumed that the Yielding unit moves aside and lets the enemy pass by before returning to its position. If your unit(s) Routs a Yielding unit and chooses to move Forward!, and this random movement would bring them into contact with another enemy unit, treat this as a successful Charge against the facing that your unit(s) started its Forward! move in (if possible, otherwise against the facing contacted). If the Forward! move took your unit(s) over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing Combat as normal.

Spell	Description
Bane Chant Range: 12" Friendly, CC	If any hits are scored, instead of causing damage, 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.
Fireball Range: 12" Magical Missile	Blast (D3), Shattering (1).
Heal Range: 12" Friendly, Self, CC	For each hit scored, instead of causing damage, remove a point of damage from the target unit.
Host Shadowbeast Range: 12" CC, Self, Friendly Hero/Inf, Hero/Cav only	This spell can be used even if the model is Engaged. For each hit scored, instead of causing damage, until the start of its following Turn, the target may make an additional attack when attacking in Combat. These attacks are rolled separately from their normal attacks and always hit on a 3+, with the Crushing Strength (3) special rule. These attacks are never doubled or trebled or affected by artefacts, spells or any other special rules (including additional Crushing Strength above 3). A spellcaster may cast Host Shadowbeast onto themselves and can do so even when Engaged with an enemy unit. Multiple castings on the same target have no additional effect.
Surge Range: 12" Friendly, Shambling only	For each hit scored, instead of causing damage, the friendly Shambling unit moves straight forward a full inch (stopping in contact with friendly units and Blocking Terrain). If applicable, the Fly special rule is not in effect for this movement. This spell has no effect on units with Speed 0. If this movement brings the target unit into contact with an enemy unit treat this as a successful Charge against the enemy facing that the unit contacted. If a corner is contacted, use the arc that the unit was in before it started its Surge move. If there is not enough space for your unit to physically move into contact with the enemy unit contacted by moving as described in the Moving Chargers section on page 18 then the target unit stops in contact with, but not Engaged with, the enemy unit. If it brings the target unit into contact with more than one enemy unit simultaneously then the player whose turn it is chooses which unit is being charged. If it turns out there is not enough space to physically move into contact as described above you can choose a different target from the enemy units you made contact with. If it turns out you cannot physically move into contact with any of the enemy units then the target unit stops in contact with, but not Engaged with, the enemy

units. If the Surge move took the target unit over an Obstacle or through Difficult Terrain, then it will be Hindered in the following Combat phase.. Note that the charged unit will not take any Nerve tests for any damage it might have taken in this Ranged Phase. Note that a unit cannot be the target of a Surge in the same Turn in which it has been ordered to Withdraw!

Artefact	Description
Helm of Confidence	The unit gains the Inspiring (Self) special rule.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder and Strider special rules until the end of the Turn.
Shroud of the Saint	The hero gains the Heal (3) spell, or if the hero already has a Heal spell, its value is increased by 2.