

 Salamanders [2300]

Ancients* Heavy Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (10) [120] <i>Special Rules: Crushing Strength(1), Inspiring</i> <b>Keywords: Salamander</b>	4	3+	-	6+	1	10	-/13	2	[120]
Troop (10) [120] <i>Special Rules: Crushing Strength(1), Inspiring</i> <b>Keywords: Salamander</b>	4	3+	-	6+	1	10	-/13	2	[120]

Salamander Ceremonial Guard Heavy Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [160] <i>Special Rules: Crushing Strength(1), Phalanx</i> <b>Keywords: Salamander</b>	5	4+	-	5+	3	15	14/16	2	[160]

Fire Elementals Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [230] Hann's Sanguinary Scripture <i>Special Rules: Crushing Strength(2), Pathfinder, Shambling, Vicious(Melee), Lifeleech(1)</i> <b>Keywords: Flamebound</b>	6	4+	-	5+	3	18	-/17	3	[220] [10]
Horde (6) [220] <i>Special Rules: Crushing Strength(2), Pathfinder, Shambling, Vicious(Melee)</i> <b>Keywords: Flamebound</b>	6	4+	-	5+	3	18	-/17	3	[220]

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

Scorchwings* Large Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [215] Helm of Confidence Firesparks (18", Steady Aim) <i>Special Rules: Fly, Nimble, Pathfinder, Thunderous Charge(1), Inspiring(Self)</i> <b>Keywords: Flamebound</b>	10	3+	4+	4+	3	14	14/16	4	[200] [15]
Horde (6) [200] Firesparks (18", Steady Aim) <i>Special Rules: Fly, Nimble, Pathfinder, Thunderous Charge(1)</i> <b>Keywords: Flamebound</b>	10	3+	4+	4+	3	14	14/16	4	[200]

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)</i> <b>Keywords: Reptilian, Salamander</b>	7	3+	-	5+	3	18	-/18	4	[250]
Horde (6) [250] <i>Special Rules: Brutal, Crushing Strength(1), Thunderous Charge(2)</i> <b>Keywords: Reptilian, Salamander</b>	7	3+	-	5+	3	18	-/18	4	[250]

Mage Priest Hero (Heavy Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 2 [120] Fireball (10) Surge (8) <i>Special Rules: Crushing Strength(1), Individual, Inspiring, Fuel for the Fire</i> <b>Keywords: Flamebound, Salamander</b>	5	4+	-	5+	0	1	10/12	2	[90] [0] [30]

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

Total Units: 12      Total Unit Strength: 27  
 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.
Lifefeech	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. Lifefeech 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.
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.
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.
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>Surge</b> 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.	

Artefact	Description

Hann's Sanguinary Scripture	The unit gains the Lifeleech (+1) special rule.
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 & Strider special rules until the end of the Turn.
Inspiring Talisman	The unit gains the Inspiring special rule.