

Steve M. War Kings 2023

2300 / 2300 VALID

Salamanders [2300]

Ancients*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Regiment [185] <i>Special Rules:</i> Crushing Strength(1), Inspiring <i>Keywords:</i> Salamander	4	3+	-	6+	3	12	-/17	2	[185]
Hv Inf Regiment [185] <i>Special Rules:</i> Crushing Strength(1), Inspiring <i>Keywords:</i> Salamander	4	3+	-	6+	3	12	-/17	2	[185]

Salamander Ceremonial Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Horde [305] Brew of Strength <i>Special Rules:</i> Crushing Strength(2), Phalanx <i>Keywords:</i> Salamander	5	4+	-	5+	4	30	21/23	2	[265] [40]
Hv Inf Horde [295] Blessing of the Gods <i>Special Rules:</i> Crushing Strength(1), Phalanx, Elite <i>Keywords:</i> Salamander	5	4+	-	5+	4	30	21/23	2	[265] [30]

Salamander Corsairs	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Regiment [170] Firelocks (18", Piercing(1), Steady Aim) <i>Special Rules:</i> Crushing Strength(1) <i>Keywords:</i> Salamander	5	4+	4+	4+	2	10	13/15	2	[170]
Hv Inf Regiment [170] Firelocks (18", Piercing(1), Steady Aim) <i>Special Rules:</i> Crushing Strength(1) <i>Keywords:</i> Salamander	5	4+	4+	4+	2	10	13/15	2	[170]
Hv Inf Regiment [170] Firelocks (18", Piercing(1), Steady Aim) <i>Special Rules:</i> Crushing Strength(1) <i>Keywords:</i> Salamander	5	4+	4+	4+	2	10	13/15	2	[170]

Fire Elementals	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Regiment [130] <i>Special Rules:</i> Crushing Strength(2), Pathfinder, Shambling, Vicious(Melee) <i>Keywords:</i> Flamebound	6	4+	-	5+	2	9	-/14	3	[130]
Lrg Inf Regiment [130] <i>Special Rules:</i> Crushing Strength(2), Pathfinder, Shambling, Vicious(Melee) <i>Keywords:</i> Flamebound	6	4+	-	5+	2	9	-/14	3	[130]
Lrg Inf Regiment [130] <i>Special Rules:</i> Crushing Strength(2), Pathfinder, Shambling, Vicious(Melee) <i>Keywords:</i> Flamebound	6	4+	-	5+	2	9	-/14	3	[130]

Mage Priest	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 Spellcaster 2 [120] Fireball (10) Bane Chant (3) <i>Special Rules:</i> Crushing Strength(1), Individual, Inspiring, Fuel for the Fire <i>Keywords:</i> Flamebound, Salamander	5	4+	-	5+	0	1	10/12	2	[90] [0] [30]
Hero (Hv Inf) 1 Spellcaster 2 [120] Fireball (10) Bane Chant (3) <i>Special Rules:</i> Crushing Strength(1), Individual, Inspiring, Fuel for the Fire <i>Keywords:</i> Flamebound, Salamander	5	4+	-	5+	0	1	10/12	2	[90] [0] [30]

Battle Captain	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [70] Path of Fire <i>Special Rules:</i> Crushing Strength(2), Individual, Aura(Pathfinder - Heavy Infantry only) <i>Keywords:</i> Salamander	5	3+	-	5+	0	3	11/13	2	[55] [15]

Firebrand [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [120] Pistols (12", Piercing(1)) <i>Special Rules:</i> Aura(Elite (Melee - Corsairs Only)), Crushing Strength(2), Duelist, Individual, Inspiring, Crew of Ember's Dance <i>Keywords:</i> Corsair, Salamander	5	3+	4+	5+	0	5	-/15	2	[120]

Total Units: 14 Total Unit Strength: 26
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.

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

Special Rule	Description
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.
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.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
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.
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.
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.
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.	
Fireball Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.

Artefact	Description
Blessing of the Gods	The unit gains the Elite special rule.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.