

Salamanders [2325]

Salamander Unblooded									Heavy Infantry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40)[220]	6	4+	-	4+	4	30	20/22	2	[200]
Brew of Haste									[20]
Special Rules: Thunderous Charge(1),Wild Charge(D3)									
Keywords: Salamander									
Tyrants									Large Infantry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6)[285]	6	3+	-	4+	3	30	-/17	3	[240]
Brew of Sharpness									[45]
Special Rules: Crushing Strength(2),Wild Charge(D3)									
Keywords: Berserker, Reptilian									
Horde (6)[265]	6	4+	-	4+	3	30	-/17	3	[240]
Effigy of Fire									[5]
Maccwar's Potion of the Caterpillar									[20]
Special Rules: Crushing Strength(2),Wild Charge(D3),Effigy of Fire, Pathfinder									
Keywords: Berserker, Reptilian									
Rhinosaur Cavalry									Large Cavalry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6)[265]	7	3+	-	5+	3	18	-/18	4	[250]
Sir Jesse's Boots of Striding									[15]
Special Rules: Brutal, Crushing Strength(1),Thunderous Charge(2)									
Keywords: Reptilian, Salamander									
Ember Sprites*									Swarm
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3)[80]	6	5+	4+	3+	1	7	-/11	1	[80]
Flame Belcher (12", Steady Aim)									
Special Rules: Scout, Shambling, Vicious									
Keywords: Flamebound									
Regiment (3)[80]	6	5+	4+	3+	1	7	-/11	1	[80]
Flame Belcher (12", Steady Aim)									
Special Rules: Scout, Shambling, Vicious									
Keywords: Flamebound									
Greater Fire Elemental									Monster
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 0 [175]	6	3+	4+	5+	1	8	-/18	5	[175]
Fireball (8)									[0]
Special Rules: Crushing Strength(3),Pathfinder, Shambling, Vicious(Melee)									
Keywords: Flamebound									
1 Spellcaster 0 [185]	6	3+	4+	5+	1	8	-/18	5	[175]
Aura (Wild Charge (+1) - Salamanders only)									[10]
Fireball (8)									[0]
Special Rules: Crushing Strength(3),Pathfinder, Shambling, Vicious(Melee),Aura(Wild Charge (+1) - Salamanders only)									
Keywords: Flamebound									

Lekelidon									Monster
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1[85]	6	5+	4+	4+	1	5	11/13	3	[85]
Caustic Spit (18", Piercing(1),Steady Aim)									
Special Rules: Crushing Strength(1)									
Keywords: Reptilian									
Mage Priest									Hero (Heavy Infantry)
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 2 [165]	5	4+	-	5+	0	1	10/12	2	[90]
Conjurer's Staff									[10]
Surge (8)									[0]
Veil of Shadows1(3)									[30]
Wither and Perish(3)									[35]
Special Rules: Crushing Strength(1),Individual, Inspiring, Fuel for the Fire									
Keywords: Flamebound, Salamander									
Artakl [1]									Hero (Heavy Infantry)
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1[135]	7	3+	3+	4+	0	5	11/13	2	[135]
Blowpipe (18", Piercing(1))									
Special Rules: Duelist, Individual, Inspiring, Pathfinder, Scout, Stealthy, Vicious, Monster Hunter									
Keywords: Ghekkotah, Tracker									
Ghekkotah Skylord on Scorchwing									Hero (Large Cavalry)
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1[140]	10	3+	3+	4+	1	4	11/13	4	[120]
Banner of Abbetshire									[20]
Firesparks (18", Steady Aim)									
Special Rules: Fly, Inspiring, Nimble, Pathfinder, Thunderous Charge(1),Vicious, Aura(Spellward)									
Keywords: Flamebound, Ghekkotah									
Rakawas, The Pale Rider [1]									Hero (Titan)
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1[245]	6	3+	4+	5+	1	12	18/20	6	[245]
Firebreath (12", Steady Aim)									
Special Rules: Crushing Strength(2),Inspiring, Nimble, Vicious									
Keywords: Ancient, Flamebound, Reptilian, Salamander									

Total Units:	13	Total Unit Strength:	20
Total Primary Core Points:	2325		
	(100.0%)		
Artefacts Points:	130		
Troops & Irregulars:	2		
Infantry Hordes & Legions:	1		
Large Infantry Hordes:	3		
Monsters:	3		
Heros:	4		
Slots: Any(0),Hero Only(1),War Engine Only(1),Monster/Titan Only(1),Large+ Horde Unlocks(6),Large+ Legion Unlocks(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.

Monster Hunter The unit has Piercing (2) with its Blowpipe weapon when attacking Monsters and Titans.

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.
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.
Effigy of Fire	Once per game, after the unit rolls to damage in melee, you may choose to reroll (D3) of the dice that failed to damage. Once used, the unit's Effigy of Fire is destroyed and cannot be used again for the remainder of the game.
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 page 34 (page 30 in gamers edition)
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.
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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
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.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
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
Fireball Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
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.	

Veil of Shadows[1]
Range: 0"
If one or more hits are scored, the spellcaster gains the Aura (Stealthy) special rule until the start of the player's next Turn.

Self

Wither and Perish
Range: 12"
Enemy, CC
If one or more hits are scored, the target unit has a -1 modifier when rolling to damage enemy units during their next Turn (any rolls the unit makes of a natural 6 will still cause damage, however). Multiple castings of this spell, or combining it with Weakness, do not cause additional modifiers. Additionally, for each hit scored, roll a single D3 and total the results. This total is the amount of attacks to roll for damaging the target.

Artefact	Description
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
Sir Jesse's Boots of Striding	Once per game, this unit gains the Strider special rule until the end of the Turn.
Banner of Abbetshire	The unit gains Aura (Spellward) special rule.
Brew of Haste	This unit increases its Speed stat by +1.
Maccwar's Potion of the Caterpillar	This unit gains the Pathfinder special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.