



SALAMANDERS

GOOD

Ghekkotah Warriors

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	6	5	-	3	2	1	10	8/10	[60]
Pathfinder, Vicious (Melee) Keywords: Expendable, Ghekkotah									

Ancients*

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	4	3	-	6	2	3	12	-/17	185
Custom name: Purple Banner Aegis of the Elohi 15 [200] Crushing Strength (1), Inspiring Keywords: Salamander									
Regiment(20)	4	3	-	6	2	3	12	-/17	185
Custom name: Blue Banner Hann's Sanguinary Scripture 10 [195] Crushing Strength (1), Inspiring Keywords: Salamander									

Tyrants

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	4	-	4	3	3	30	-/17	[240]
Crushing Strength (2), Wild Charge (D3) Keywords: Berserker, Reptilian									
Horde(6)	6	4	-	4	3	3	30	-/17	[240]
Crushing Strength (2), Wild Charge (D3) Keywords: Berserker, Reptilian									

Kaisenor Lancers

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	8	4	-	5	3	3	20	14/16	[195]
Crushing Strength (1), Thunderous Charge (1) Keywords: Reptilian, Salamander									
Regiment(10)	8	4	-	5	3	3	20	14/16	[195]
Crushing Strength (1), Thunderous Charge (1) Keywords: Reptilian, Salamander									

Greater Fire Elemental

Monster
Spellcaster: 0

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	4	-	5	5	1	8	-/18	[175]
Crushing Strength (3), Pathfinder, Shambling, Vicious (Melee) Spells: Fireball (8) Keywords: Flamebound									

Lekelidon

Monster

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	5	4	4	3	1	5	11/13	[85]
Crushing Strength (1) Caustic Spit (18", Piercing (1), Steady Aim) Keywords: Reptilian									
1	6	5	4	4	3	1	5	11/13	[85]
Crushing Strength (1) Caustic Spit (18", Piercing (1), Steady Aim) Keywords: Reptilian									

Mage-Priest										Hero (Hv Inf) Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	4	-	5	2	0	1	10/12	90	
Shroud of the Saint Bane Chant (3) Heal (3) Replace Fireball (10) with Surge (8)									30	
									30	
									20	
									0	
									[170]	
Crushing Strength (1), Fuel for the Fire, Individual, Inspiring (Flamebound only) Spells: Bane Chant (3), Heal (3), Surge (8) Keywords: Flamebound, Salamander										

Battle-Captain on Rhinoceros										Hero (LrgCav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	3	-	5	4	1	6	-/15	140	
Inspiring Talisman									20	
									[160]	
Brutal, Crushing Strength (2), Nimble, Thunderous Charge (1) Keywords: Reptilian, Salamander										

Clan Lord on Fire Drake										Hero (Ttn)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	4	4	5	6	1	15	17/19	[300]	
Crushing Strength (2), Fly, Inspiring, Nimble Firebreath (12", Steady Aim) Keywords: Flamebound, Reptilian, Salamander										

Total Unit Strength: 24
 Total Core: 2300 (100%)

Total Units: 13



SPECIAL RULES AND SPELLS:

Aegis of the Elohi	The unit gains the <i>Iron Resolve</i> special rule. If it already has <i>Iron Resolve</i> , it increases the amount of damage regained each time <i>Iron Resolve</i> is used to two.
Bane Chant	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (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 <i>Brutal</i> and <i>Dread</i> 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.
Fireball	Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: Hits on a 5+ against units in Cover or with <i>Stealthy</i> .
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 <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
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.
Hann's Sanguinary Scripture	The unit gains the <i>Lifeleech</i> (+1) special rule.
Heal	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
Individual	See page 34 (page 30 in gamers edition)
Inspiring	If this unit, or any Friendly Core unit within 6" 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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Inspiring Talisman	The unit gains the <i>Inspiring</i> special rule.
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. <i>Pathfinder</i> units are not Hindered when making a Charge though Difficult Terrain.
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 <i>Scout</i> move.
Shroud of the Saint	The unit gains the Heal (3) spell, or if the unit already has a Heal spell, its value is increased by 3.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Surge	<p>Spell: 12", Friendly Shambling only - For each hit, the target unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the <i>Fly</i> 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.</p> <p>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.</p> <p>If two Enemy units are contacted at the same time, the attacking player may choose which unit is being charged.</p> <p>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.</p> <p>This spell has no effect on units with Speed 0.</p>
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 <i>Crushing Strength</i> (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	<p>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 <i>Wild Charge</i> (2) can Charge units up to 10" away.</p> <p>In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge</i> (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.</p>