



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									
Troop(10)	6	5	-	3	2	1	10	8/10	[60]
Pathfinder, Vicious (Melee) Keywords: Expendable, Ghekkotah									
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
Troop(10)	4	3	-	6	2	1	10	-/13	[120]
Crushing Strength (1), Inspiring Keywords: Salamander									
Troop(10)	4	3	-	6	2	1	10	-/13	[120]
Crushing Strength (1), Inspiring Keywords: Salamander									

Salamander Ceremonial Guard

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	4	-	5	2	4	30	21/23	265
Fire-Oil									
Crushing Strength (1), Phalanx Keywords: Salamander									
									5
									[270]
Horde(40)	5	4	-	5	2	4	30	21/23	265
Chalice of Wrath									
Crushing Strength (1), Phalanx Keywords: Salamander									
									15
									[280]

Fire Elementals

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	4	-	5	3	3	18	-/17	220
War-Bow of Kaba									
Crushing Strength (2), Pathfinder, Shambling, Vicious (Melee) Keywords: Flamebound									
									5
									[225]
Horde(6)	6	4	-	5	3	3	18	-/17	220
Healing Brew									
Crushing Strength (2), Pathfinder, Shambling, Vicious (Melee) Keywords: Flamebound									
									5
									[225]

Ghekkotah Slasher

Titan

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	7	3	5	5	6	1	8	16/18	[210]
Crushing Strength (2), Pathfinder Sharpstick Thrower (36", Att: 2, Blast (D3), Piercing (2), Steady Aim) Keywords: Beast, Ghekkotah									

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	
Heal (3) Replace Fireball (10) with Surge (8)									20	
Crushing Strength (1), Fuel for the Fire, Individual, Inspiring (Flamebound only) Spells: Heal (3), Surge (8) Keywords: Flamebound, Salamander									0	
									[110]	
1	5	4	-	5	2	0	1	10/12	90	
Heal (3) Replace Fireball (10) with Surge (8)									20	
Crushing Strength (1), Fuel for the Fire, Individual, Inspiring (Flamebound only) Spells: Heal (3), Surge (8) Keywords: Flamebound, Salamander									0	
									[110]	

Battle-Captain										Hero (Hv Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	-	5	2	0	3	11/13	55	
Path of Fire [1] - Gain Aura (Pathfinder - Heavy Infantry only) - cannot be taken with magical artefact or Raptor mount.									15	
Crushing Strength (2), Individual, Aura (Pathfinder - Heavy Infantry only) Keywords: Salamander									[70]	

Battle-Captain										Hero (Cav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	3	-	5	3	0	3	11/13	55	
Mount on a Raptor, increasing Speed to 8 changing to Hero (Cav - Height 3)									25	
Crushing Strength (2), Individual Keywords: Salamander									[80]	

Total Unit Strength: 20
 Total Core: 2000 (100%)

Total Units: 14



SPECIAL RULES AND SPELLS:

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.
Chalice of Wrath	The unit gains the <i>Fury</i> special rule.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Fire-Oil	The unit gains both the <i>Crushing Strength</i> special rule (+1 - vs. units with <i>Regeneration</i> and the <i>Piercing</i> special rule (+1 - vs. units with <i>Regeneration</i>).
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.
Heal	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
Healing Brew	Once per game, when given a Movement order, the unit may roll a single die. On a 1-3 it regains one point of damage it previously suffered. On a result of 4-6 it regains two points of damage it previously suffered.
Individual	See page 34.
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.
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.
Phalanx	Units that Charge this unit's front cannot use the <i>Thunderous Charge</i> special rule. In addition, Cavalry, Large Cavalry and units with the <i>Fly</i> 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 <i>Scout</i> move.
Sharpstick Thrower	This unit is equipped with a ranged attack.
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 surging 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>
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
War-Bow of Kaba	The unit gains the following Ranged attack: War-Bow of Kaba: 24", Att: 1, Ra: 4+, <i>Piercing</i> (1), <i>Steady Aim</i> .