



## SALAMANDERS

**GOOD**

### Ancients\*

### Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	4	3	-	6	2	3	12	-/17	185
Aegis of the Elohi									15
Crushing Strength (1), Inspiring									[200]
Keywords: Salamander									
Regiment(20)	4	3	-	6	2	3	12	-/17	185
Liliana's Tear									5
Crushing Strength (1), Inspiring									[190]
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
Sir Jesse's Boots of Striding									15
Crushing Strength (1), Thunderous Charge (1)									[210]
Keywords: Reptilian, Salamander									

### 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									
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)									30	
Crushing Strength (1), Fuel for the Fire, Individual, Inspiring (Flamebound only) Spells: Fireball (10), Bane Chant (3), Heal (3) Keywords: Flamebound, Salamander									30	
									20	
									[170]	

  

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: 22  
 Total Core: 2000 (100%)

Total Units: 11



## SPECIAL RULES AND SPELLS:

<b>Aegis of the Elohi</b>	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.
<b>Bane Chant</b>	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.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Fireball</b>	Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: Hits on a 5+ against units in Cover or with <i>Stealthy</i> .
<b>Fly</b>	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.
<b>Fuel for the Fire</b>	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.
<b>Heal</b>	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
<b>Individual</b>	See page 34 (page 30 in gamers edition)
<b>Inspiring</b>	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.
<b>Liliana's Tear</b>	The unit is not affected by the <i>Dread</i> , <i>Shattering</i> or <i>Brutal</i> special rules on enemy units.
<b>Nimble</b>	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.
<b>Piercing</b>	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
<b>Shroud of the Saint</b>	The unit gains the Heal (3) spell, or if the unit already has a Heal spell, its value is increased by 3.
<b>Sir Jesse's Boots of Striding</b>	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
<b>Steady Aim</b>	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
<b>Thunderous Charge</b>	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).
<b>Wild Charge</b>	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. 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.