



SALAMANDERS

GOOD

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
Brew of Sharpness									
									45
Crushing Strength (1), Phalanx Keywords: Salamander									
[310]									
Horde(40)	5	4	-	5	2	4	30	21/23	265
Brew of Strength									
									40
Crushing Strength (1), Phalanx Keywords: Salamander									
[305]									

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
Blessing of the Gods									
									30
Crushing Strength (2), Pathfinder, Shambling, Vicious (Melee) Keywords: Flamebound									
[250]									
Horde(6)	6	4	-	5	3	3	18	-/17	220
Brew of Haste									
									20
Crushing Strength (2), Pathfinder, Shambling, Vicious (Melee) Keywords: Flamebound									
[240]									

Rhinosaur Cavalry

Large Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	7	3	-	5	4	2	9	-/15	[150]
Brutal, Crushing Strength (1), Thunderous Charge (2) Keywords: Reptilian, Salamander									
Regiment(3)	7	3	-	5	4	2	9	-/15	[150]
Brutal, Crushing Strength (1), Thunderous Charge (2) Keywords: Reptilian, Salamander									

Ember Sprites*

Swarm

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	6	5	4	3	1	1	7	-/11	[80]
Scout, Shambling, Vicious Flame Belcher (12", Steady Aim) Keywords: Flamebound									
Regiment(3)	6	5	4	3	1	1	7	-/11	[80]
Scout, Shambling, Vicious Flame Belcher (12", Steady Aim) 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										
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 Heal (3) Replace Fireball (10) with Surge (8)										30
Crushing Strength (1), Fuel for the Fire, Individual, Inspiring (Flamebound only) Spells: Heal (3), Surge (8) Keywords: Flamebound, Salamander										20
										0
										[140]
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]
Firebrand [1]										Hero (Hv Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	4	5	2	0	5	-/15	[120]	
Aura (Elite (Melee) - Corsair only), Crushing Strength (2), Duelist, Individual, Inspiring Pistols (12", Piercing (1)) Keywords: Corsair, Salamander										

Total Unit Strength: 25
Total Core: 2500 (100%)

Total Units: 17



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.
Blessing of the Gods	The unit gains the <i>Elite</i> special rule.
Brew of Haste	This unit increases its Speed stat by +1.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
Brew of Strength	The unit gains the <i>Crushing Strength (+1)</i> special rule.

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.
Duelist	While attacking enemy <i>Individuals</i> 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.
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.
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.
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.
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 <i>Scout</i> 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 <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	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. 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.
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.