

## Salamanders [2300]

Ancients* Heavy Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [185]	4	3+	-	6+	3	12	-/17	2	[185]
<i>Special Rules: Crushing Strength(1), Inspiring</i> <b>Keywords: Salamander</b>									
Regiment (20) [185]	4	3+	-	6+	3	12	-/17	2	[185]
<i>Special Rules: Crushing Strength(1), Inspiring</i> <b>Keywords: Salamander</b>									

Salamander Ceremonial Guard Heavy Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40) [280]	5	4+	-	5+	4	30	21/23	2	[265]
Chalice of Wrath [15]									
<i>Special Rules: Crushing Strength(1), Phalanx, Fury</i> <b>Keywords: Salamander</b>									

Salamander Corsairs* Heavy Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [170]	5	4+	4+	4+	2	10	13/15	2	[170]
Firelocks (18", Piercing(1), Steady Aim)									
<i>Special Rules: Crushing Strength(1)</i> <b>Keywords: Salamander</b>									
Regiment (20) [170]	5	4+	4+	4+	2	10	13/15	2	[170]
Firelocks (18", Piercing(1), Steady Aim)									
<i>Special Rules: Crushing Strength(1)</i> <b>Keywords: Salamander</b>									

Tyrants Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [250]	6	4+	-	4+	3	30	-/17	3	[240]
Pipes of Terror [10]									
<i>Special Rules: Crushing Strength(2), Wild Charge(D3), Brutal</i> <b>Keywords: Berserker, Reptilian</b>									
Horde (6) [240]	6	4+	-	4+	3	30	-/17	3	[240]
<i>Special Rules: Crushing Strength(2), Wild Charge(D3)</i> <b>Keywords: Berserker, Reptilian</b>									

Scorchwings* Large Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [120]	10	3+	4+	4+	2	7	11/13	4	[120]
Firesparks (18", Steady Aim)									
<i>Special Rules: Fly, Nimble, Pathfinder, Thunderous Charge(1)</i> <b>Keywords: Flamebound</b>									
Regiment (3) [120]	10	3+	4+	4+	2	7	11/13	4	[120]
Firesparks (18", Steady Aim)									
<i>Special Rules: Fly, Nimble, Pathfinder, Thunderous Charge(1)</i> <b>Keywords: Flamebound</b>									

Phoenix Titan	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 0 [175]	8	3+	4+	2+	1	3	16/18	6	[145]
Ancient Phoenix [30]									
Firesparks (18", Att: 10, Steady Aim)									
Heal (5) [0]									
<i>Special Rules: Crushing Strength(1), Fly, Regeneration(3+), Radiance of Life, Cloak of Death</i> <b>Keywords: Flamebound, Majestic</b>									

Battle Captain on Rhinoceros Hero (Large Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [140]	7	3+	-	5+	1	6	-/15	4	[140]
<i>Special Rules: Brutal, Crushing Strength(2), Nimble, Thunderous Charge(1)</i> <b>Keywords: Reptilian, Salamander</b>									
1 [140]	7	3+	-	5+	1	6	-/15	4	[140]
<i>Special Rules: Brutal, Crushing Strength(2), Nimble, Thunderous Charge(1)</i> <b>Keywords: Reptilian, Salamander</b>									

Ghekkotah Skylord on Scorchwing Hero (Large Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [125]	10	3+	3+	4+	1	4	12/13	4	[120]
Staying Stone [5]									
Firesparks (18", Steady Aim)									
<i>Special Rules: Fly, Inspiring, Nimble, Pathfinder, Thunderous Charge(1), Vicious</i> <b>Keywords: Flamebound, Ghekkotah</b>									

Total Units:

13

Total Unit Strength:

28

Total Primary Core Points:

2300 (100.0%)

Special Rule	Description
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.
Cloak of Death	In the Movement phase, after this unit has completed its order, all Enemy units within 6" of this unit take an immediate point of damage. Units can only be damaged by a single source of Cloak of Death per Turn. No Nerve test is required for damage taken from a Cloak of Death.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
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.
Fury	While Wavering, this unit may still declare a Counter Charge.
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. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
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.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly 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.
Radiance of Life	In the Movement phase, after this unit has completed its order, this unit and all Friendly Core units within 6" of this unit immediately remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn.
Regeneration	Every time this unit receives a Movement order (including Halt), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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
<b>Heal</b> Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
<b>Artefact</b>	Description	
Staying Stone	The unit gains +1 to its Wavering stat value.	
Pipes of Terror	This unit gains the Brutal special rule.	
Chalice of Wrath	The unit gains the Fury special rule.	