

Sally Forth 2300

2300 / 2300 VALID



Salamanders [2300]

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

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

Ghekkotah Slasher	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [225] Thunderous Drums [1] Sharpstick Thrower (36", Att: 2, Blast(D3), Piercing(2), Steady Aim) <i>Special Rules:</i> Crushing Strength(2), Pathfinder, Rallying(1 - Ghekkotah Only) Keywords: Beast, Ghekkotah	7	3+	5+	5+	2	10	16/18	6	[210] [15]
Titan 1 [220] Tox bolts Tox bolts (36", Att: 2, Blast(D3), Piercing(3), Steady Aim, Vicious(Ranged)) <i>Special Rules:</i> Crushing Strength(2), Pathfinder Keywords: Beast, Ghekkotah	7	3+	5+	5+	2	10	16/18	6	[210] [10]
Titan 1 [220] Tox bolts Tox bolts (36", Att: 2, Blast(D3), Piercing(3), Steady Aim, Vicious(Ranged)) <i>Special Rules:</i> Crushing Strength(2), Pathfinder Keywords: Beast, Ghekkotah	7	3+	5+	5+	2	10	16/18	6	[210] [10]

Firebrand [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [120] Pistols (12", Piercing(1)) <i>Special Rules:</i> Aura(Elite (Melee - Corsairs Only)), Crushing Strength(2), Duelist, Individual, Inspiring, Crew of Ember's Dance Keywords: Corsair, Salamander	5	3+	4+	5+	0	5	-/15	2	[120]

Clan Lord on Fire Drake	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 [290] Firebreath (12", Steady Aim) <i>Special Rules:</i> Crushing Strength(2), Fly, Inspiring, Nimble Keywords: Flamebound, Reptilian, Salamander	10	4+	4+	5+	1	15	17/19	6	[290]

[F] Salamander Primes (Whispering Scales) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Regiment (20) [145] Two-handed Weapons <i>Special Rules:</i> Crushing Strength(2), Scout, Stealthy Keywords: Salamander, Whispering Scales	5	4+	-	4+	3	12	14/16	2	[145] [0]

[F] Salamander Primes (Whispering Scales) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Regiment (20) [145] Two-handed Weapons <i>Special Rules:</i> Crushing Strength(2), Scout, Stealthy Keywords: Salamander, Whispering Scales	5	4+	-	4+	3	12	14/16	2	[145] [0]

[F] Zoelkifli the Unseen (Whispering Scales) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [70] <i>Special Rules:</i> Aura(Elite(Whispering Scales) / Pathfinder(Heavy Infantry)), Crushing Strength(2), Individual, Inspiring, Scout, Stealthy Keywords: Salamander, Whispering Scales	5	3+	-	5+	0	3	11/13	2	[70]

Total Units:
Total Primary Core Points:

13
2300 (100.0%)

Total Unit Strength:

24

Custom Rule	Description
Crew of Ember's Dance	In an army that contains Firebrand, Corsairs are no longer Irregular.

Special Rule	Description
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. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
Blast	If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. Once this is done, roll damage as normal for all of this hits caused.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Duelist	While attacking enemy Individuals in Melee, this unit doubles its number of Attacks.
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. This includes Difficult Terrain the unit started in. 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.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6inches 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 may move At The Double through Difficult Terrain as though it were Open Terrain. Pathfinder units are not Hindered when making a Charge through, or ending over, Difficult Terrain.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout nerve value to a maximum of +2. This is cumulative if multiple units with Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1), its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.
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 Scout 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.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.