

Salamanders Martin Dinsley Clash

2300 / 2300 VALID



Salamanders [2300]

Ghekkotah Warriors	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde (40) [160]	6	5+	-	3+	3	25	20/21	2	[155]
Staying Stone									
Special Rules: Pathfinder, Vicious(Melee) Keywords: Expendable, Ghekkotah									

Salamander Ceremonial Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Horde (40) [310]	5	3+	-	5+	4	30	21/23	2	[265]
Brew of Sharpness									
Special Rules: Crushing Strength(1), Phalanx Keywords: Salamander									

Fire Elementals	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde (6) [225]	6	4+	-	5+	3	18	-/17	3	[220]
War-Bow of Kaba									
War-Bow of Kaba (24", Att: 1, Ra: 4+, Piercing(1), Steady Aim)									
Special Rules: Crushing Strength(2), Pathfinder, Shambling, Vicious(Melee) Keywords: Flamebound									
Lrg Inf Horde (6) [220]	6	4+	-	5+	3	18	-/17	3	[220]
Special Rules: Crushing Strength(2), Pathfinder, Shambling, Vicious(Melee) Keywords: Flamebound									

Rhinosaur Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Regiment (3) [150]	7	3+	-	5+	2	9	-/15	4	[150]
Special Rules: Brutal, Crushing Strength(1), Thunderous Charge(2) Keywords: Reptilian, Salamander									
Lrg Cav Regiment (3) [150]	7	3+	-	5+	2	9	-/15	4	[150]
Special Rules: Brutal, Crushing Strength(1), Thunderous Charge(2) Keywords: Reptilian, Salamander									

Ember Sprites*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Swm Regiment (3) [80]	6	5+	4+	3+	1	7	-/11	1	[80]
Flame Belcher (12", Steady Aim)									
Special Rules: Scout, Shambling, Vicious Keywords: Flamebound									
Swm Regiment (3) [80]	6	5+	4+	3+	1	7	-/11	1	[80]
Flame Belcher (12", Steady Aim)									
Special Rules: Scout, Shambling, Vicious Keywords: Flamebound									
Swm Regiment (3) [80]	6	5+	4+	3+	1	7	-/11	1	[80]
Flame Belcher (12", Steady Aim)									
Special Rules: Scout, Shambling, Vicious Keywords: Flamebound									

Lekelidon	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon 1 [85]	6	5+	4+	4+	1	5	11/13	3	[85]
Caustic Spit (18", Piercing(1), Steady Aim)									
Special Rules: Crushing Strength(1) Keywords: Reptilian									
Mon 1 [85]	6	5+	4+	4+	1	5	11/13	3	[85]
Caustic Spit (18", Piercing(1), Steady Aim)									
Special Rules: Crushing Strength(1) Keywords: Reptilian									

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

Mage Priest	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 Spellcaster 2 [120]	5	4+	-	5+	0	1	10/12	2	[90]
Fireball (10)									
Bane Chant (3)									
Special Rules: Crushing Strength(1), Individual, Inspiring, Fuel for the Fire Keywords: Flamebound, Salamander									
Hero (Hv Inf) 1 Spellcaster 2 [90]	5	4+	-	5+	0	1	10/12	2	[90]
Surge (8)									
Special Rules: Crushing Strength(1), Individual, Inspiring, Fuel for the Fire Keywords: Flamebound, Salamander									

Rakawas, The Pale Rider [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 [245] Firebreath (12", Steady Aim) <i>Special Rules: Crushing Strength(2), Inspiring, Nimble, Vicious</i> Keywords: Ancient, Flamebound, Reptilian, Salamander	6	3+	4+	5+	1	12	18/20	6	[245]

Total Units:

15

Total Unit Strength:

25

Total Primary Core Points:

2300 (100.0%)

Custom Rule	Description
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.
Special Rule	Description
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.
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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
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.
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.
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.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a Scout move.
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.

Spell	Description	Special Rules
Bane Chant Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.	
Fireball Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
Surge	For each hit, the target friendly Shambling unit moves straight forward a full inch (stopping just	

Range: 12"
Friendly – Shambling Only

out of contact from Friendly units and Blocking Terrain). If applicable, the Fly 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.

Artefact	Description
Staying Stone	The unit gains +1 to its Wavering stat value.
War-Bow of Kaba	The unit gains the following Ranged attack: War-Bow of Kaba: 24inches, Att: 1, Ra: 4+, Piercing (1), Steady Aim.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.