

Salamanders v1.0

2300 / 2300 VALID

Salamanders [2300]

Ancients*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Troop (10) [120] <i>Special Rules: Crushing Strength(1), Inspiring</i> Keywords: Salamander	4	3+	-	6+	1	10	-/13	2	[120]
Hv Inf Troop (10) [120] <i>Special Rules: Crushing Strength(1), Inspiring</i> Keywords: Salamander	4	3+	-	6+	1	10	-/13	2	[120]

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

Fire Elementals	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde (6) [220] <i>Special Rules: Crushing Strength(2), Pathfinder, Shambling, Vicious(Melee)</i> Keywords: Flamebound	6	4+	-	5+	3	18	-/17	3	[220]
Lrg Inf Horde (6) [220] <i>Special Rules: Crushing Strength(2), Pathfinder, Shambling, Vicious(Melee)</i> Keywords: Flamebound	6	4+	-	5+	3	18	-/17	3	[220]

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

Greater Fire Elemental	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon 1 Spellcaster 0 [175] Fireball (8) <i>Special Rules: Crushing Strength(3), Pathfinder, Shambling, Vicious(Melee)</i> Keywords: Flamebound	6	3+	4+	5+	1	8	-/18	5	[175] [0]
Mon 1 Spellcaster 0 [175] Fireball (8) <i>Special Rules: Crushing Strength(3), Pathfinder, Shambling, Vicious(Melee)</i> Keywords: Flamebound	6	3+	4+	5+	1	8	-/18	5	[175] [0]

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

Mage Priest	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 Spellcaster 2 [110] Surge (8) Heal (3) <i>Special Rules: Crushing Strength(1), Individual, Inspiring, Fuel for the Fire</i> Keywords: Flamebound, Salamander	5	4+	-	5+	0	1	10/12	2	[90] [0] [20]
Hero (Hv Inf) 1 Spellcaster 2 [115] Surge (8) Celestial Restoration[1](2) <i>Special Rules: Crushing Strength(1), Individual, Inspiring, Fuel for the Fire</i> Keywords: Flamebound, Salamander	5	4+	-	5+	0	1	10/12	2	[90] [0] [25]

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

Total Units:
Total Primary Core Points:

15
2300 (100.0%)

Total Unit Strength:

24

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	
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. 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 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 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.	
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.	
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
Fireball Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
Surge Range: 12" Friendly – Shambling Only	For each hit, the target friendly Shambling unit moves straight forward a full inch (stopping just 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.

Celestial Restoration [1] Range: 36" Friendly, CC	For each hit scored roll a single D3 and total the results. The unit regains this many points of damage that it has previously suffered.	Indirect
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Artefact	Description
Staying Stone	The unit gains +1 to its Wavering stat value.