

Flame bound

2300 / 2300 VALID

Salamanders [2300]

Salamander Primes	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Horde (40) [235]	5	4+	-	5+	4	25	21/23	2	[225]
Effigy of Fire									[5]
Blade of Slashing									[5]
Special Rules: Crushing Strength(1), Effigy of Fire Keywords: Salamander									

Ancients*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Regiment (20) [190]	4	3+	-	6+	3	12	-/17	2	[185]
Effigy of Fire									[5]
Special Rules: Crushing Strength(1), Inspiring, Effigy of Fire Keywords: Salamander									
Hv Inf Regiment (20) [190]	4	3+	-	6+	3	12	-/17	2	[185]
Effigy of Fire									[5]
Special Rules: Crushing Strength(1), Inspiring, Effigy of Fire Keywords: Salamander									

Tyrants	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde (6) [275]	6	4+	-	4+	3	30	-/17	3	[240]
Effigy of Fire									[5]
Blessing of the Gods									[30]
Special Rules: Crushing Strength(2), Wild Charge(D3), Effigy of Fire, Elite Keywords: Berserker, Reptilian									
Lrg Inf Horde (6) [275]	6	4+	-	4+	3	30	-/17	3	[240]
Effigy of Fire									[5]
Diadem of Dragonkind									[30]
Fireball (8)									
Special Rules: Crushing Strength(2), Wild Charge(D3), Effigy of Fire Keywords: Berserker, Reptilian									

Rhinosaur Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde (6) [250]	7	3+	-	5+	3	18	-/18	4	[250]
Special Rules: Brutal, Crushing Strength(1), Thunderous Charge(2) Keywords: Reptilian, Salamander									
Lrg Cav Horde (6) [250]	7	3+	-	5+	3	18	-/18	4	[250]
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									

Greater Fire Elemental	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon 1 Spellcaster 0 [185]	6	3+	4+	5+	1	8	-/18	5	[175]
Aura (Wild Charge (+1) - Salamanders only)									[10]
Fireball (8)									[0]
Special Rules: Crushing Strength(3), Pathfinder, Shambling, Vicious(Melee), Aura(Wild Charge (+1) - Salamanders only) Keywords: Flamebound									

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

Total Units:

11

Total Unit Strength:

26

Total Primary Core Points:

2300 (100.0%)

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.

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.
Effigy of Fire	Once per game, after the unit rolls to damage in melee, you may choose to reroll (D3) of the dice that failed to damage. Once used, the unit's Effigy of Fire is destroyed and cannot be used again for the remainder of the game.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
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.
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.
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.
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, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

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.
Artefact	Description	
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.	
Blessing of the Gods	The unit gains the Elite special rule.	
Diadem of Dragonkind	The unit gains the Fireball (8) spell, or if the unit already has a Fireball spell, its value is increased by 6.	