

 Salamanders [2300]

Tyrants	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde (6) [240]	6	4+	-	4+	3	30	-/17	3	[240]
<i>Special Rules: Crushing Strength(2), Wild Charge(D3) Keywords: Beserker, Reptilian</i>									
Lrg Inf Horde (6) [240]	6	4+	-	4+	3	30	-/17	3	[240]
<i>Special Rules: Crushing Strength(2), Wild Charge(D3) Keywords: Beserker, Reptilian</i>									

Scorchwings*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde (6) [205]	10	3+	4+	4+	3	14	14/16	4	[200]
Fire-Oil [5]									
Firesparks (18", Steady Aim)									
<i>Special Rules: Fly, Nimble, Pathfinder, Thunderous Charge(1), Crushing Strength(+1 vs. units with Regeneration), Piercing(+1 vs. units with Regeneration) Keywords: Flamebound</i>									

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

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)									
<i>Special Rules: Crushing Strength(1) Keywords: Reptilian</i>									
Mon 1 [85]	6	5+	4+	4+	1	5	11/13	3	[85]
Caustic Spit (18", Piercing(1), Steady Aim)									
<i>Special Rules: Crushing Strength(1) Keywords: Reptilian</i>									
Mon 1 [85]	6	5+	4+	4+	1	5	11/13	3	[85]
Caustic Spit (18", Piercing(1), Steady Aim)									
<i>Special Rules: Crushing Strength(1) Keywords: Reptilian</i>									

Fire Drake	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [210]	7	4+	4+	5+	1	12	16/18	6	[210]
Firebreath (12", Steady Aim)									
<i>Special Rules: Crushing Strength(2), Nimble Keywords: Flamebound, Reptilian</i>									

Battle Captain on Rhinosaur	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 [160]	7	3+	-	5+	1	6	-/15	4	[140]
Inspiring Talisman [20]									
<i>Special Rules: Brutal, Crushing Strength(2), Nimble, Thunderous Charge(1), Inspiring Keywords: Reptilian, Salamander</i>									

Ghekkotah Skylord on Scorchwing	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 [125]	10	3+	3+	4+	1	4	11/13	4	[120]
Mace of Crushing [5]									
Firesparks (18", Steady Aim)									
<i>Special Rules: Fly, Inspiring, Nimble, Pathfinder, Thunderous Charge(1), Vicious Keywords: Flamebound, Ghekkotah</i>									
Hero (Lrg Cav) 1 [120]	10	3+	3+	4+	1	4	11/13	4	[120]
Firesparks (18", Steady Aim)									
<i>Special Rules: Fly, Inspiring, Nimble, Pathfinder, Thunderous Charge(1), Vicious Keywords: Flamebound, Ghekkotah</i>									

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

Total Units: 13  
Total Primary Core Points: 2300 (100.0%)

Total Unit Strength: 23

Special Rule	Description
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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.
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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
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.

Artefact	Description
Fire-Oil	The unit gains both the Crushing Strength special rule (+1 - vs. units with Regeneration and the Piercing special rule (+1 - vs. units with Regeneration).
Mace of Crushing	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.
Inspiring Talisman	The unit gains the Inspiring special rule.