

Kev Haney - Salamander 2300

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Salamanders [2300]

Ghekkotah Warriors	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde (40) [155] <i>Special Rules: Pathfinder, Vicious(Melee) Keywords: Expendable, Ghekkotah</i>	6	5+	-	3+	3	25	19/21	2	[155]

Ghekkotah Hunters	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop (10) [95] Blowpipes (18", Vicious(Ranged),Steady Aim) <i>Special Rules: Pathfinder, Stealthy Keywords: Ghekkotah, Tracker</i>	7	5+	5+	3+	1	8	8/10	2	[95]
Inf Troop (10) [95] Blowpipes (18", Vicious(Ranged),Steady Aim) <i>Special Rules: Pathfinder, Stealthy Keywords: Ghekkotah, Tracker</i>	7	5+	5+	3+	1	8	8/10	2	[95]

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

Fire Elementals	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Regiment (3) [130] <i>Special Rules: Crushing Strength(2),Pathfinder, Shambling, Vicious(Melee) Keywords: Flamebound</i>	6	4+	-	5+	2	9	-/14	3	[130]
Lrg Inf Regiment (3) [130] <i>Special Rules: Crushing Strength(2),Pathfinder, Shambling, Vicious(Melee) Keywords: Flamebound</i>	6	4+	-	5+	2	9	-/14	3	[130]

Tyrants	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde (6) [250] Mead of Madness <i>Special Rules: Crushing Strength(2),Wild Charge(D3 + 1) Keywords: Berserker, Reptilian</i>	6	4+	-	4+	3	30	-/17	3	[240] [10]
Lrg Inf Horde (6) [260] Brew of Haste <i>Special Rules: Crushing Strength(2),Wild Charge(D3) Keywords: Berserker, Reptilian</i>	7	4+	-	4+	3	30	-/17	3	[240] [20]

Scorchwings*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde (6) [200] Firesparks (18", Steady Aim) <i>Special Rules: Fly, Nimble, Pathfinder, Thunderous Charge(1) Keywords: Flamebound</i>	10	3+	4+	4+	3	14	14/16	4	[200]

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) Keywords: Flamebound</i>	6	3+	4+	5+	1	8	-/18	5	[175] [0]

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

Mage Priest	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 Spellcaster 3 [120] Knowledgable[1] Surge (8) Host Shadowbeast(3) <i>Special Rules: Crushing Strength(1),Individual, Inspiring, Fuel for the Fire Keywords: Flamebound, Salamander</i>	5	4+	-	5+	0	1	10/12	2	[90] [10] [0] [20]

Clan Lord	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 [150]	8	3+	-	5+	0	5	13/15	3	[100]
Raptor Mount									[35]
Scythe of the Harvester									[15]
Special Rules: <i>Crushing Strength(2), Individual, Inspiring, Mighty, Rampage(D3)</i> Keywords: <i>Salamander</i>									

Total Units: 15 **Total Unit Strength:** 27
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
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.
Mighty	Individuals with the Mighty special rule are no longer Yielding.
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.
Rampage	When attacking an enemy unit with the Infantry, Heavy Infantry, Swarm or Cavalry unit type, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
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.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
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.

Arcane Ability	Description
Knowledgable [1]	Spellcaster Tier +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

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.

Host Shadowbeast
 Range: 12"
 Friendly Individuals or Self
 (individuals only), CC

If any successes are rolled, until the start of your following Turn, when attacking in melee, the target may make a number of additional attacks equal to the casters Spellcaster tier plus 2. These attacks are rolled separately to their normal attacks and always hit on a 3+, with the Crushing Strength (3) Special Rule. These attacks are never doubled, tripled or affected by artefacts, spells or any other special rules. A spellcaster may cast host shadowbeast onto themselves and can do so even when engaged with an enemy unit. Multiple castings on the same target have no additional effect.

Artefact	Description
Mead of Madness	The unit gains the Wild Charge (+1) special rule.
Scythe of the Harvester	Individuals only. The unit gains the Rampage (D3) special rule.
Brew of Haste	This unit increases its Speed stat by +1.