

 Salamanders [2000]

Salamander Primes Heavy Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (10) [95] Effigy of Fire Two-handed Weapons <i>Special Rules: Crushing Strength(2), Effigy of Fire</i> Keywords: Salamander	5	4+	-	4+	1	10	10/12	2	[90] [5] [0]
Troop (10) [120] Effigy of Fire Two-handed Weapons The Scrying Gem <i>Special Rules: Crushing Strength(2), Effigy of Fire</i> Keywords: Salamander	5	4+	-	4+	1	10	10/12	2	[90] [5] [0] [25]
Regiment (20) [170] Effigy of Fire Brew of Strength <i>Special Rules: Crushing Strength(2), Effigy of Fire</i> Keywords: Salamander	5	4+	-	5+	3	12	14/16	2	[135] [5] [30]

Fire Elementals Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [130] <i>Special Rules: Crushing Strength(2), Pathfinder, Shambling, Vicious(Melee)</i> Keywords: Flamebound	6	4+	-	5+	2	9	-/14	3	[130]
Regiment (3) [130] <i>Special Rules: Crushing Strength(2), Pathfinder, Shambling, Vicious(Melee)</i> Keywords: Flamebound	6	4+	-	5+	2	9	-/14	3	[130]
Horde (6) [265] Brew of Sharpness <i>Special Rules: Crushing Strength(2), Pathfinder, Shambling, Vicious(Melee)</i> Keywords: Flamebound	6	3+	-	5+	3	18	-/17	3	[220] [45]

Kaisenor Lancers Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [210] Blessing of the Gods <i>Special Rules: Crushing Strength(1), Thunderous Charge(1), Elite</i> Keywords: Reptilian, Salamander	8	4+	-	5+	3	20	14/16	3	[190] [20]

Scorchwings* Large Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
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]
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]
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 Monster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 0 [185] Aura (Wild Charge (+1) - Salamanders only) Fireball (8) <i>Special Rules: Crushing Strength(3), Pathfinder, Shambling, Vicious(Melee), Aura(Wild Charge (+1) - Salamanders only)</i> Keywords: Flamebound	6	3+	4+	5+	1	8	-/18	5	[175] [10] [0]

Mage Priest Hero (Heavy Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 2 [125] Crown of the Wizard King 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] [15] [0] [20]

Battle Captain Hero (Heavy Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [70] Path of Fire <i>Special Rules: Crushing Strength(2), Individual, Aura(Pathfinder - Heavy Infantry only)</i> Keywords: Salamander	5	3+	-	5+	0	3	11/13	2	[55] [15]

Ghekkotah Skylord on Scorchwing Hero (Large Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [140]	11	3+	3+	4+	1	4	11/13	4	[120]
Brew of Haste Firesparks (18", Steady Aim) <i>Special Rules:</i> Fly, Inspiring, Nimble, Pathfinder, Thunderous Charge(1), Vicious <i>Keywords:</i> Flamebound, Ghekkotah									

Total Units:

14

Total Unit Strength:

23

Total Primary Core Points:

2000 (100.0%)

Special Rules, Spells and Artefact descriptions are available with a Kings of War Bronze, Silver or Gold subscription.