Salamanders

2300 / 2300 VALID

1st Battalion

Rakwas [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Ti)	7	3+	4+	5+	2	12	19	5	[305]
Firebreath (12")									
Special Rules: *Aura(Vicious (Combat)),Crushing Strength(2),Iron Resolve(2),Very Inspiring*									

Ghekkotah Skylord [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Lrg Cav)	10	3+	3+	4+	1	4	13	4	[170]
Fire-Oil									[5]
Firesparks (18")									
Special Rules: *Fly, Inspiring, Pathfinder, Thunderous Charge(1),Vicious, Crushing Strength(+1 vs. units with Regeneration),Piercing(+1 vs. units with Regeneration)*									
Champion Hero (Lrg Cav)	10	3+	3+	4+	1	4	13	4	[165]
Firesparks (18")									
Special Rules: *Fly, Inspiring, Pathfinder, Thunderous Charge(1),Vicious*									

Ghekkotah Warriors	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	6	5+	-	3+	2	12	14	2	[80]
Special Rules: *Pathfinder, Vicious(Combat)* ***Traits:*** *Ghekkotah*									
Core Inf Regiment	6	5+	-	3+	2	12	14	2	[80]
Special Rules: *Pathfinder, Vicious(Combat)* ***Traits:*** *Ghekkotah*									
Core Inf Regiment	6	5+	-	3+	2	12	14	2	[80]
Special Rules: *Pathfinder, Vicious(Combat)* ***Traits:*** *Ghekkotah*									

Ceremonial Guard	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Hvy Inf Horde	5	4+	-	5+	4	30	24	2	[260]
Helm of Confidence									[15]
Special Rules: *Crushing Strength(1),Headstrong, Phalanx, Inspiring(Self)* ***Traits:*** *Flamebound*									

Tyrants	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Regiment	6	4+	-	4+	2	30	17	3	[235]
Special Rules: *Crushing Strength(2),Fearless, Wild Charge(D3)*									
Specialist Lrg Inf Regiment	6	4+	-	4+	2	30	17	3	[235]
Special Rules: *Crushing Strength(2),Fearless, Wild Charge(D3)*									

Rhinosaur Cavalry	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Lrg Cav Regiment	7	3+	-	5+	2	18	18	4	[235]
Special Rules: *Brutal(1),Crushing Strength(1),Fearless, Thunderous Charge(2)*									
Support Lrg Cav Regiment	7	3+	-	5+	2	18	18	4	[235]
Special Rules: *Brutal(1),Crushing Strength(1),Fearless, Thunderous Charge(2)*									

Ghekkotah Slasher	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Ti	7	3+	**4+**	5+	2	10	18	5	[220]
Firedrake Spitter									[15]
Firedrake Spitter (12", Att: 12)									
Special Rules: *Crushing Strength(2),Strider* ***Traits:*** *Ghekkotah*									

Total Units: 12 **Total Unit Strength:** 24
Total Points: 2300

Command Order	Target	Description
Tenacity!	3	The unit may re-roll a single failed to hit roll in Combat this Turn. It cannot be used to re-roll a dice for an attack that has the Blast special rule.
Tactical Retreat!	4	If the unit performs a Back! order, it may move up to its Sp value, but may not make any pivots. This order may not be issued to a unit carrying a Loot Counter.
Cleansing Flame	4	Units with the Flamebound Trait only. The unit gains the Fireball (n+2) ranged spell attack this turn, where n is the number of successful dice rolled to issue this order.
Shield of Kthorlaq	4	This order requires two dice to be successful to be issued. The unit gains +1 De to a maximum of 6+ until the start of its next Turn.

Will of the Ancients	4	The unit cannot Charge this Turn, but gains +1 Sp.
Rekindle	3	Units with the Flamebound Trait only. The unit gains Lifeleech (+n),where n is the number of successful dice rolled to issue this order.

Special Rule	**Description**
Aura (n)	(n) is a special rule or bonus that the Aura grants to the unit itself and all friendly units while they are within 6” of the unit. 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 Trait in addition to the unit with the Aura itself. For example, Aura (Wild Charge (1) Herd Trait only) would confer the Wild Charge (1) special rule to all friendly units within 6” with the Herd Trait. Occasionally an Aura may have a longer range, which will be specified before the listed bonus. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Auras (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect Combat or Ranged attacks (such as +n Att, +n Me, Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the attacks are being resolved. Extra attacks granted in this way are applied to the unit’s profile before any potential doubling for Flank or Rear bonuses. If an Aura increases the stats of the units within range, the bonus is assumed to have already been applied to the unit with the Aura (you can’t add it again!). 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 (n)	When testing the Nerve of an enemy unit in Combat with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use. Both cannot be applied against the same unit at the same time.
Crushing Strength (n)	All hits caused by attacks from this unit in Combat have a (+n) modifier when rolling to damage. For example: when rolling to damage in Combat with an attack that has Crushing Strength (1),a roll of 4 would become a roll of 5.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
Fly	When executing an order other than Withdraw!, the unit can move and pivot over anything (Blocking Terrain, enemy units, friendly units when charging, etc.),as long as the flying unit’s entire Movement Order ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it starts or ends the move within or touching them.
Headstrong	If a unit with this rule begins its Turn Wavering, roll a die before declaring a Movement order (including Halt!) for this unit. On a 4+ it shrugs off the effects of Wavering – remove the Wavering status from the unit.
Inspiring	If this unit, or any friendly unit within 6” of this unit, suffers a Wavering or Rout result (including when attempting to Withdraw!),that Nerve test must be rerolled. 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.
Iron Resolve (n)	If this unit is Steady as a result of a Nerve test, it regains (n) points of damage previously suffered to a maximum of 3.
Pathfinder	The unit may move At The Double! through Difficult Terrain as though it were Open Terrain.
Phalanx	Cavalry, Large Cavalry, and units with the Fly special rule that Charge this unit’s front are Hindered.
Piercing (n)	All hits caused by Ranged attacks from a unit or weapon with this special rule have a (+n) modifier when rolling to damage. For example: when rolling to damage with a Ranged attack that has Piercing (1),a roll of 4 would become a roll of 5.
Strider	This unit’s Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
Thunderous Charge (n)	If the unit has made a Charge! into Combat this Turn, all hits inflicted in Combat 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 Hindered.
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9”. Any rule that affects Inspiring also affects Very Inspiring.
Vicious	Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase.
Vicious	Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase.
Wild Charge (n)	Units with this special rule add (n) to their charge range. This is added after Sp is doubled. For example, 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, roll a separate D3 for the unit after issuing a Charge order to it. If the number rolled means that the target unit is not in range to complete the charge, your unit must be given a different order, but cannot select an alternative unit to Charge!

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).
Helm of Confidence	The unit gains the Inspiring (Self) special rule.