

Salamanders

2300 / 2300 VALID

1st Battalion

Ylatar [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Inf)	5	3+	-	5+	2	5	16	2	[170]
Special Rules: <i>Aura(Iron Resolve (+1)),Blast(2),Crushing Strength(2),Individual, Inspiring</i>									

Mage Priest [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	4+	-	5+	1	1	12	2	[185]
Banner of Command									[20]
Surge (8)									[30]
Blizzard(4)									[40]
Special Rules: <i>Crushing Strength(1),Individual, Inspiring, Yielding, Fuel for the Fire</i> Traits: <i>Spellcaster</i>									

Z'akke [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	4+	-	5+	1	D6	13	2	[180]
Fireball (6)									[0]
Bane Chant (2)									[0]
Special Rules: Individual, Inspiring, Fuel for the Fire, Elemental Spark, Conflagration of Pain Traits: Spellcaster									

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

Salamander Unblooded	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Hvy Inf Horde	5	4+	-	4+	4	30	23	2	[185]
Fire-Oil									[5]
Special Rules: Thunderous Charge(1),Wild Charge(D3),Crushing Strength(+1 vs. units with Regeneration),Piercing(+1 vs. units with Regeneration) Traits: Flamebound									

Ceremonial Guard	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Hvy Inf Horde	5	4+	-	5+	4	30	24	2	[250]
Liliana's Tear									[5]
Special Rules: <i>Crushing Strength(1),Headstrong, Phalanx</i> Traits: <i>Flamebound</i>									

Komodon [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon	5	5+	5+	4+	2	3	13	3	[140]
Bile Globbule (36", Blast (D3+1), Indirect, Piercing (1))									
<i>Special Rules: Blast(D3 - Combat), Crushing Strength(1), Height(3)</i>									
Support Mon	5	5+	5+	4+	2	3	13	3	[140]
Bile Globbule (36", Blast (D3+1), Indirect, Piercing (1))									
<i>Special Rules: Blast(D3 - Combat), Crushing Strength(1), Height(3)</i>									

2nd Battalion

Hraath Flamespitter [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Inf)	5	3+	-	5+	2	6	14	2	[180]
Fireball (4)									[0]
Special Rules: <i>Crushing Strength(2), Individual, Iron Resolve(1), Rallying, Vicious</i>									

Fire Elementals	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Lrg Inf Regiment	6	3+	-	5+	2	16	17	3	[205]
Special Rules: <i>Crushing Strength(2), Fearless, Shambling, Vicious(Combat)</i> Traits: <i>Elemental</i>									
Core Lrg Inf Regiment	6	3+	-	5+	2	16	17	3	[205]
Special Rules: <i>Crushing Strength(2), Fearless, Shambling, Vicious(Combat)</i> Traits: <i>Elemental</i>									

Komodon [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon	5	5+	5+	4+	2	3	13	3	[140]
Bile Globbule (36", Blast (D3+1),Indirect, Piercing (1)) <i>Special Rules: Blast(D3 - Combat),Crushing Strength(1),Height(3)</i>									

Total Units:	15	Total Unit Strength:	32
Total Points:	2300		

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