

1st Battalion

Clan Lord on Fire Drake	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Ti)	10	4+	4+	5+	2	15	18	5	[300]
Firebreath (12")									
Special Rules: <i>Crushing Strength(2), Fly, Inspiring</i>									

Battle Captain [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Cav)	8	3+	-	5+	1	3	13	3	[130]
Kaisenor Raptor									[15]
Special Rules: <i>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	[155]
Amulet of the Fireheart									[15]
Bane Chant (3)									[30]
Heal (3)									[15]
Special Rules: <i>Crushing Strength(1), Individual, Inspiring, Yielding, Fuel for the Fire</i> Traits: Spellcaster									
Champion Hero (Inf)	5	4+	-	5+	1	1	12	2	[140]
Bane Chant (3)									[30]
Heal (3)									[15]
Special Rules: <i>Crushing Strength(1), Individual, Inspiring, Yielding, Fuel for the Fire</i> Traits: Spellcaster									

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									

Salamander Primes	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Hvy Inf Regiment	5	4+	-	5+	2	12	16	2	[125]
Special Rules: <i>Crushing Strength(1)</i> Traits: <i>Flamebound</i>									
Core Hvy Inf Regiment	5	4+	-	5+	2	12	16	2	[125]
Special Rules: <i>Crushing Strength(1)</i> Traits: <i>Flamebound</i>									

Kaisenor Lancers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Cav Regiment	8	4+	-	5+	2	20	16	3	[185]
Special Rules: <i>Crushing Strength(1), Thunderous Charge(1)</i> Traits: <i>Flamebound</i>									

Ancients	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Hvy Inf Troop	4	3+	-	6+	1	10	13	2	[145]
Special Rules: <i>Crushing Strength(1), Fearless, Rallying</i>									

Fire Elementals	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist 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>									

Tyrants	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Regiment <i>Special Rules: Crushing Strength(2),Fearless, Wild Charge(D3)</i>	6	4+	-	4+	2	30	17	3	[235]
Specialist Lrg Inf Troop <i>Special Rules: Crushing Strength(2),Fearless, Wild Charge(D3)</i>	6	4+	-	4+	1	15	14	3	[150]

Scorchwings	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Lrg Cav Troop	10	3+	5+	4+	1	7	13	4	[165]
Fire-Oil									[5]
Firesparks (18")									
Special Rules: <i>Feint, Fly, Pathfinder, Thunderous Charge(1),Crushing Strength(+1 vs. units with Regeneration),Piercing(+1 vs. units with Regeneration)</i> Traits: <i>Elemental</i>									

Phoenix [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Ti Firesparks (18", Att: 10) <i>Special Rules: Crushing Strength(1),Fly, Radiance of Life, Regeneration(4+) Traits: Elemental</i>	8	3+	4+	3+	2	3	17	5	[180]

Total Units:	15	Total Unit Strength:	24
Total Points:	2400		

Command Order	Target	Description
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
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.
Feint	If this unit decides to Withdraw! from Combat, it does so automatically, without taking a Nerve test. If a unit with Feint is not Wavering after its Withdraw! move, it may then perform a Change Facing! order.
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.
Fuel for the Fire	While within 6" of a friendly unit with the Flamebound Trait, Z'akke has the Elite (Ranged) special rule for any non-Arcane Library spells he casts.
Individual	This rule is explained on page 42.
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.
Pathfinder	The unit may move At The Double! through Difficult Terrain as though it were Open Terrain.
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.
Radiance of Life	In the Movement Phase, after this unit has completed its order, this unit (regardless of any qualifier) and all friendly units within 6" of this unit remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn.
Rallying	Friendly units within 6" of this unit have +1 to their Nerve value. This is not cumulative if multiple units with Rallying are in range.
Regeneration (n)	Once per Turn, immediately before resolving the unit's Movement order, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered.
Shambling	The unit cannot be given an At the Double! movement order. In addition, it can only make a single pivot as part of an Advance! movement order instead of two.
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.
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!

Yielding	Both friendly and enemy units can always choose to ignore this unit, just as if it was not there, when moving and shooting (even if Engaged with it). They must however still end their Movement Order clear of this unit. It is assumed that the Yielding unit moves aside and lets the enemy pass by before returning to its position. If your unit(s) Routs a Yielding unit and chooses to move Forward!, and this random movement would bring them into contact with another enemy unit, treat this as a successful Charge against the facing that your unit(s) started its Forward! move in (if possible, otherwise against the facing contacted). If the Forward! move took your unit(s) over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing Combat as normal.
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Spell	Description
Bane Chant Range: 12" Friendly, CC	If any hits are scored, instead of causing damage, for the rest of the Turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.
Heal Range: 12" Friendly, Self, CC	For each hit scored, instead of causing damage, remove a point of damage from the target unit.

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).
Amulet of the Fireheart	Once per game, immediately after casting a spell, the hero may cast a second, different, spell. The hero cannot use this artefact to cast more than two spells in a single Turn.