Salamanders Bost Up Martin Dinsley

2300 / 2300 VALID

1st 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: *Crushing Strength(2),Individual, Iron Resolve(1),Rallying, Vicious*									

Mage Priest [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	4+	-	5+	1	1	12	2	[175]
Banner of Command									[20]
Surge (8)									[30]
Scorched Earth(3)									[30]
Special Rules: *Crushing Strength(1),Individual, Inspiring, Yielding, Fuel for the Fire* ***Traits:*** *Spellcaster*									

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: *Crushing Strength(2),Fearless, Shambling, Vicious(Combat)* ***Traits:*** *Elemental*									
Core Lrg Inf Regiment	6	3+	-	5+	2	16	17	3	[210]
Healing Brew									[5]
Special Rules: *Crushing Strength(2),Fearless, Shambling, Vicious(Combat)* ***Traits:*** *Elemental*									
Core Lrg Inf Regiment	6	3+	-	5+	2	16	17	3	[210]
Liliana's Tear									[5]
Special Rules: *Crushing Strength(2),Fearless, Shambling, Vicious(Combat)* ***Traits:*** *Elemental*									
Core Lrg Inf Regiment	6	3+	-	5+	2	16	17	3	[205]
Special Rules: *Crushing Strength(2),Fearless, Shambling, Vicious(Combat)* ***Traits:*** *Elemental*									

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))									
Special Rules: *Blast(D3 - Combat), Crushing Strength(1), Height(3)*									
Support Mon	5	5+	5+	4+	2	3	13	3	[140]
Bile Globbule (36", Blast (D3+1), Indirect, Piercing (1))									
Special Rules: *Blast(D3 - Combat), Crushing Strength(1), Height(3)*									

2nd 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: *Aura(Iron Resolve (+1)),Blast(2),Crushing Strength(2),Individual, Inspiring*									

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*									
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 Horde	5	4+	-	5+	4	25	24	2	[205]
Special Rules: *Crushing Strength(1)* ***Traits:*** *Flamebound*									

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))									
Special Rules: *Blast(D3 - Combat),Crushing Strength(1),Height(3)*									

Total Units: 15 **Total Unit Strength:** 31
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.
Blast (n)	For each of the unit’s attacks that hit the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. For example, if a unit suffers a single hit from a Blast (D6+3) attack, it will suffer from four to nine hits rather than a single one. If a unit suffers four hits from a Blast (D3) attack, it will suffer from four to twelve hits rather than a single one. Once this is done, roll for damage as normal for all of the hits caused
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.
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.
Height (n)	If a unit is a different height from the standard of its unit type (see chart on page 12),its height is the number given in this special rule as (n).
Indirect	A unit or weapon with this rule cannot make Ranged attacks on targets that are within 12”, but does not suffer the -1 to-hit modifier for enemy targets being in cover.
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.
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.
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.
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.
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.
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.

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.

Spell	**Description**
Fireball Range: 12" Magical Missile	Blast (D3),Shattering (1).
Scorched Earth Range: 18" Target	If any hits are scored, instead of causing damage, for the duration of its next Turn any charges made by the target unit will be Hindered and the target will not be able to use the Strider and Pathfinder special rules.
Surge Range: 12" Friendly, Shambling only	For each hit scored, instead of causing damage, the friendly Shambling unit moves straight forward a full inch (stopping in contact with friendly units and Blocking Terrain). If applicable, the Fly special rule is not in effect for this movement. This spell has no effect on units with Speed 0. If this movement brings the target unit into contact with an enemy unit treat this as a successful Charge against the enemy facing that the unit contacted. If a corner is contacted, use the arc that the unit was in before it started its Surge move. If there is not enough space for your unit to physically move into contact with the enemy unit contacted by moving as described in the Moving Chargers section on page 18 then the target unit stops in contact with, but not Engaged with, the enemy unit. If it brings the target unit into contact with more than one enemy unit simultaneously then the player whose turn it is chooses which unit is being charged. If it turns out there is not enough space to physically move into contact as described above you can choose a different target from the enemy units you made contact with. If it turns out you cannot physically move into contact with any of the enemy units then the target unit stops in contact with, but not Engaged with, the enemy units. If the Surge move took the target unit over an Obstacle or through Difficult Terrain, then it will be Hindered in the following Combat phase.. Note that the charged unit will not take any Nerve tests for any damage it might have taken in this Ranged Phase. Note that a unit cannot be the target of a Surge in the same Turn in which it has been ordered to Withdraw!

Artefact	Description
Healing Brew	Once per game, when given a Movement order, the unit may roll a single die. On a 1-3 it regains one point of damage it previously suffered. On a result of 4-6 it regains two points of damage it previously suffered.
Liliana’s Tear	The unit is not affected by the Dread, Shattering, or Brutal special rules.
Banner of Command	When rolling to issue a Command Order with this unit, add an additional die to the attempt.