

 Salamanders [2500]

Salamander Ceremonial Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Horde [255]	5	4+	-	5+	4	30	21/23	2	[255]
<i>Special Rules: Crushing Strength(1), Phalanx, Fireborn</i> Keywords: Salamander									

Salamander Corsairs*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Regiment [170]	5	4+	4+	4+	2	12	13/15	2	[170]
Firelocks (18", Piercing(1), Steady Aim)									
<i>Special Rules: Crushing Strength(1), Fireborn</i> Keywords: Salamander									

Tyrants	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [250]	6	4+	-	4+	3	30	-/17	3	[240]
Mead of Madness [10]									
<i>Special Rules: Crushing Strength(2), Wild Charge(D3 + 1)</i> Keywords: Berserker, Reptilian									
Lrg Inf Horde [260]	7	4+	-	4+	3	30	-/17	3	[240]
Brew of Haste [20]									
<i>Special Rules: Crushing Strength(2), Wild Charge(D3)</i> Keywords: Berserker, Reptilian									

Rhinosaur Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde [270]	7	3+	-	5+	3	18	-/18	4	[250]
Effigy of Fire [5]									
Sir Jesse's Boots of Striding [15]									
<i>Special Rules: Brutal, Crushing Strength(1), Thunderous Charge(2), Effigy of Fire</i> Keywords: Reptilian, Salamander									

Lekelidon	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon 1 [85]	6	5+	4+	4+	1	5	11/13	3	[85]
Caustic Spit (18", Piercing(1), Steady Aim)									
<i>Special Rules: Crushing Strength(1)</i> Keywords: Reptilian									
Mon 1 [85]	6	5+	4+	4+	1	5	11/13	3	[85]
Caustic Spit (18", Piercing(1), Steady Aim)									
<i>Special Rules: Crushing Strength(1)</i> Keywords: Reptilian									
Mon 1 [85]	6	5+	4+	4+	1	5	11/13	3	[85]
Caustic Spit (18", Piercing(1), Steady Aim)									
<i>Special Rules: Crushing Strength(1)</i> Keywords: Reptilian									

Phoenix	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 Spellcaster 0 [175]	8	3+	4+	2+	2	3	16/18	6	[145]
Ancient Phoenix [30]									
Firesparks (18", Att: 10, Steady Aim)									
Heal (5) [0]									
<i>Special Rules: Crushing Strength(1), Fly, Regeneration(3+), Radiance of Life, Cloak of Death</i> Keywords: Flamebound, Majestic									

Mage Priest	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 Spellcaster 2 [105]	5	4+	-	5+	0	1	10/12	2	[60]
Fireball (10) [30]									
Hex(2) [15]									
<i>Special Rules: Crushing Strength(1), Individual, Inspiring, Fireborn, Fuel for the Fire</i> Keywords: Flamebound, Salamander									

Battle Captain on Rhinosaur	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 [160]	7	3+	-	5+	1	6	-/15	4	[140]
Inspiring Talisman [20]									
<i>Special Rules: Brutal, Crushing Strength(2), Nimble, Thunderous Charge(1), Inspiring</i> Keywords: Reptilian, Salamander									

Clan Lord on Fire Drake	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 [300]	10	4+	4+	5+	2	15	17/19	6	[290]
Hann's Sanguinary Scripture [10]									
Firebreath (12", Steady Aim)									
<i>Special Rules: Crushing Strength(2), Fly, Inspiring, Nimble, Fireborn, Lifeleech(1)</i> Keywords: Flamebound, Reptilian, Salamander, Inferno									
Hero (Titan) 1 [300]	10	4+	4+	5+	2	15	17/19	6	[290]
Pipes of Terror [10]									
Firebreath (12", Steady Aim)									
<i>Special Rules: Crushing Strength(2), Fly, Inspiring, Nimble, Fireborn, Brutal</i> Keywords: Flamebound, Reptilian, Salamander, Inferno									

Total Units:
Total Primary Core Points:

13
2500 (100.0%)

Total Unit Strength:

25

Custom Rule	Description
Fuel for the Fire	While within 6" of another Friendly Core Flamebound unit, this unit can reroll all to hit rolls of a natural, unmodified 1 with Fireball, Bane Chant, Heal and Surge.
Special Rule	Description
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use.
Cloak of Death	In the Movement phase, after this unit has completed its order, all Enemy units within 6" of this unit take an immediate point of damage. Units can only be damaged by a single source of Cloak of Death per Turn. No Nerve test is required for damage taken from a Cloak of Death.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Effigy of Fire	Once per game, after the unit rolls to damage in melee, you may choose to reroll (D3) of the dice that failed to damage. Once used, the unit's Effigy of Fire is destroyed and cannot be used again for the remainder of the game.
Fireborn	This unit gains Life Leech (+1) for each Friendly Core unit, including itself, with the Inferno Keyword within 6" to a maximum of (+3)
Fly	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. This includes Difficult Terrain the unit started in. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6 inches of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. 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.
Lifeleech	When this unit completes its to-hit and to-damage rolls in Melee combat, it regains one point of damage it has previously suffered for every point of damage it causes on the enemy unit, up to a maximum of n. Lifeleech has a maximum total of 3.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Radiance of Life	In the Movement phase, after this unit has completed its order, this unit and all Friendly Core units within 6" of this unit immediately remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn.
Regeneration	Every time this unit receives a Movement order (including Halt), before doing anything else, 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.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Thunderous Charge	All Melee hits inflicted 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 Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Wild Charge	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, 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, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

Spell	Description	Special Rules
Fireball Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
Hex Range: 30" Enemy	Instead of causing damage, if one or more hits are scored, the target enemy unit is Hexed and receives two points of damage each time it scores a hit with a spell until the end of its next Turn. A Nerve test is not required for damage caused by this spell. While a unit is Hexed, it may not cast spells unless it received a Halt or Change Facing order in the Movement Phase.	

Artefact	Description
Hann's Sanguinary Scripture	The unit gains the Lifeleech (+1) special rule.
Mead of Madness	The unit gains the Wild Charge (+1) special rule.
Pipes of Terror	This unit gains the Brutal special rule.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Brew of Haste	This unit increases its Speed stat by +1.
Inspiring Talisman	The unit gains the Inspiring special rule.