



SALAMANDERS

GOOD

Salamander Ceremonial Guard

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	4	-	5	2	4	30	21/23	265
Aegis of the Elohi Crushing Strength (1), Phalanx Keywords: Salamander									15 [280]

Tyrants

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	4	-	4	3	3	30	-/17	240
Maccwar's Potion of the Caterpillar Effigy of Fire Crushing Strength (2), Wild Charge (D3) Keywords: Berserker, Reptilian									20 5 [265]
Horde(6)	6	4	-	4	3	3	30	-/17	240
Chant of Hate Effigy of Fire Crushing Strength (2), Wild Charge (D3) Keywords: Berserker, Reptilian									30 5 [275]

Ember Sprites*

Swarm

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	6	5	4	3	1	1	7	-/11	[80]
Scout, Shambling, Vicious Flame Belcher (12", Steady Aim) Keywords: Flamebound									
Regiment(3)	6	5	4	3	1	1	7	-/11	[80]
Scout, Shambling, Vicious Flame Belcher (12", Steady Aim) Keywords: Flamebound									
Regiment(3)	6	5	4	3	1	1	7	-/11	[80]
Scout, Shambling, Vicious Flame Belcher (12", Steady Aim) Keywords: Flamebound									

Lekelidon

Monster

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	5	4	4	3	1	5	11/13	[85]
Crushing Strength (1) Caustic Spit (18", Piercing (1), Steady Aim) Keywords: Reptilian									
1	6	5	4	4	3	1	5	11/13	[85]
Crushing Strength (1) Caustic Spit (18", Piercing (1), Steady Aim) Keywords: Reptilian									

Mage-Priest										Hero (Hv Inf) Spellcaster: 3
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	4	-	5	2	0	1	10/12	90	
Conjurer's Staff Bane Chant (3) Knowledgeable [1] - Spellcaster tier +1 Library Celestial Restoration [1](3)									10 30 10 35	
Crushing Strength (1), Fuel for the Fire, Individual, Inspiring Spells: Fireball (10), Bane Chant (3), Celestial Restoration [1] (3) Keywords: Flamebound, Salamander									[175]	

Battle-Captain on Rhinoceros										Hero (LrgCav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	3	-	5	4	1	6	-/15	140	
Inspiring Talisman Brutal, Crushing Strength (2), Nimble, Thunderous Charge (1) Keywords: Reptilian, Salamander									20 [160]	

Ghekkotah Skylord on Scorchwing										Hero (LrgCav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	3	4	4	1	4	11/13	120	
Pipes of Terror Fly, Inspiring, Nimble, Pathfinder, Thunderous Charge (1), Vicious Firesparks (18", Steady Aim) Keywords: Flamebound, Ghekkotah									10 [130]	

Rakawas, the Pale Rider [1]										Hero (Ttn)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	4	5	6	1	12	18/20	[245]	
Crushing Strength (2), Inspiring, Nimble, Vicious Firebreath (12", Steady Aim) Keywords: Ancient, Flamebound, Reptilian, Salamander										

The Whispering Scales [1]										Formation
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Formation(1)									[0]	

Salamander Primes (F)										Heavy Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	5	4	-	5	2	3	12	14/16	[145]	
Crushing Strength (1), Scout, Stealthy Keywords: Salamander, Whispering Scales										
Regiment(20)	5	4	-	5	2	3	12	14/16	[145]	
Crushing Strength (1), Scout, Stealthy Keywords: Salamander, Whispering Scales										

Battle-Captain (F)										Hero (Hv Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	-	5	2	0	3	11/13	[70]	
Aura (Pathfinder - Heavy Infantry only), Aura (Elite - Whispering Scales only), Crushing Strength (2), Individual, Inspiring, Path of Fire [1], Scout, Stealthy Keywords: Salamander, Whispering Scales										

Total Unit Strength: 24

Total Core: 2300 (100%)

Total Units: 15



SPECIAL RULES AND SPELLS:

Aegis of the Elohi	The unit gains the <i>Iron Resolve</i> special rule. If it already has <i>Iron Resolve</i> , it increases the amount of damage regained each time <i>Iron Resolve</i> is used to two.
Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note 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 keyword in addition to the unit with the Aura itself.
Bane Chant	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (n) value to the total rolled. If no value is specified, the unit has <i>Brutal</i> (1). If an enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
Celestial Restoration [1]	Spell: 36", Friendly, CC, Modifiers: Indirect - For each hit scored roll a single D3 and total the results. The unit regains this many points of damage that it has previously suffered.
Chant of Hate	The unit gains the <i>Vicious</i> special rule.
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
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.
Fireball	Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: Shattering, Hits on a 5+ against units in Cover or with <i>Stealthy</i> .
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. 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 <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
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.
Individual	See page 34 (page 30 in gamers edition)
Inspiring	If this unit, or any Friendly Core unit within 6" 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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Inspiring Talisman	The unit gains the <i>Inspiring</i> special rule.
Macewar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.
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.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge though Difficult Terrain.
Phalanx	Units that Charge this unit's front cannot use the <i>Thunderous Charge</i> special rule. In addition, Cavalry, Large Cavalry and units with the <i>Fly</i> 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.
Pipes of Terror	This unit gains the <i>Brutal</i> special rule.
Scout	The unit can make a single At the Double or Advance order after set-up is finished but before the first Turn of the first Round begins. If moving At the Double as part of this order, the unit treats Obstacles and Difficult Terrain as Open Terrain during the <i>Scout</i> movement. If both armies have units with this rule, both players roll a single die each. The highest scorer decides who begins to move one of their Scout units first, then the players alternate until all Scout units have been moved. Players then roll to determine who takes the first Turn in Round one as normal.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
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 <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
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 <i>Wild Charge</i> (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge</i> (D3)). In these cases, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.