

Salamanders [3000]

Ancients*									Heavy Infantry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20)[185]	4	3+	-	6+	3	12	-/17	2	[185]
Special Rules: Crushing Strength(1),Inspiring Keywords: Salamander									
Salamander Ceremonial Guard									Heavy Infantry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40)[305]	5	4+	-	5+	4	30	21/23	2	[265]
Brew of Strength [40] Special Rules: Crushing Strength(2),Phalanx Keywords: Salamander									
Salamander Corsairs									Heavy Infantry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20)[170]	5	4+	4+	4+	2	10	13/15	2	[170]
Firelocks (18", Piercing(1),Steady Aim) Special Rules: Crushing Strength(1) Keywords: Salamander									
Fire Elementals									Large Infantry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6)[220]	6	4+	-	5+	3	18	-/17	3	[220]
Special Rules: Crushing Strength(2),Pathfinder, Shambling, Vicious(Melee) Keywords: Flamebound									
Scorchwings*									Large Cavalry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6)[205]	10	3+	4+	4+	3	14	15/16	4	[200]
Staying Stone [5] Firesparks (18", Steady Aim) Special Rules: Fly, Nimble, Pathfinder, Thunderous Charge(1) Keywords: Flamebound									
Rhinosaur Cavalry									Large Cavalry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6)[265]	7	3+	-	5+	3	18	-/18	4	[250]
Sir Jesse's Boots of Striding [15] Special Rules: Brutal, Crushing Strength(1),Thunderous Charge(2) Keywords: Reptilian, Salamander									
Ember Sprites*									Swarm
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3)[80]	6	5+	4+	3+	1	7	-/11	1	[80]
Flame Belcher (12", Steady Aim) Special Rules: Scout, Shambling, Vicious Keywords: Flamebound									
Regiment (3)[80]	6	5+	4+	3+	1	7	-/11	1	[80]
Flame Belcher (12", Steady Aim) Special Rules: Scout, Shambling, Vicious Keywords: Flamebound									

Greater Fire Elemental									Monster
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 0 [185]	6	3+	4+	5+	1	8	-/18	5	[175]
Aura (Wild Charge (+1) - Salamanders only)									
Fireball (8)									
Special Rules: Crushing Strength(3),Pathfinder, Shambling, Vicious(Melee),Aura(Wild Charge (+1) - Salamanders only)									
Keywords: Flamebound									

Mage Priest									Hero (Heavy Infantry)
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 2 [135]	5	4+	-	5+	0	1	10/12	2	[90]
Crown of the Wizard King									
Surge (8)									
Bane Chant (3)									
Special Rules: Crushing Strength(1),Individual, Inspiring, Fuel for the Fire									
Keywords: Flamebound, Salamander									

Firebrand [1]									Hero (Heavy Infantry)
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [120]	5	3+	4+	5+	0	5	-/15	2	[120]
Pistols (12", Piercing(1))									
Special Rules: Aura(Elite (Melee - Corsairs Only)),Crushing Strength(2),Duelist, Individual, Inspiring, Crew of Ember's Dance									
Keywords: Corsair, Salamander									

Ghekkotah Skylord on Scorchwing									Hero (Large Cavalry)
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [120]	10	3+	3+	4+	1	4	11/13	4	[120]
Firesparks (18", Steady Aim)									
Special Rules: Fly, Inspiring, Nimble, Pathfinder, Thunderous Charge(1),Vicious									
Keywords: Flamebound, Ghekkotah									

Clan Lord on Fire Drake									Hero (Titan)
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [325]	10	3+	4+	5+	1	15	17/19	6	[290]
Brew of Sharpness									
Firebreath (12", Steady Aim)									
Special Rules: Crushing Strength(2),Fly, Inspiring, Nimble									
Keywords: Flamebound, Reptilian, Salamander									

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

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

[F] Salamander Primes (Whispering Scales) [1] Heavy Infantry

Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20)[145]	5	4+	-	4+	3	12	14/16	2	[145]
Two-handed Weapons									
Special Rules: Crushing Strength(2),Scout, Stealthy									
Keywords: Salamander, Whispering Scales									

[F] Zoelkifli the Unseen (Whispering Scales) [1] Hero (Heavy Infantry)

Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1[70]	5	3+	-	5+	0	3	11/13	2	[70]
Special Rules: Aura(Elite(Whispering Scales) / Pathfinder(Heavy Infantry)),Crushing Strength(2),Individual, Inspiring, Scout, Stealthy									
Keywords: Salamander, Whispering Scales									

Total Units: 17 **Total Unit Strength:** 30
Total Primary Core Points: 3000
 (100.0%)
Artefacts Points: 110
Troops & Irregulars: 4
Regiments: 3
Infantry Hordes & Legions: 1
Large Infantry Hordes: 2
Monsters: 1
Heros: 6
Slots: Any(3),Hero Only(1),War Engine Only(1),Monster/Titan Only(1),Large+ Horde Unlocks(4),Large+ Legion Unlocks(0)

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.

Crew of Ember's Dance In an army that contains Firebrand, Corsairs are no longer Irregular.

Special Rule **Description**

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.

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.

Crushing Strength All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.

Duelist While attacking enemy Individuals in Melee, this unit doubles its number of Attacks.

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 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 page 34 (page 30 in gamers edition)
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.
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. Pathfinder units are not Hindered when making a Charge through Difficult Terrain.
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.
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 Scout 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 Scout 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 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).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

Spell	Description	Special Rules
Bane Chant Range: 12" Friendly, CC	If one or more hits are scored, 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.	
Fireball Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
Surge Range: 12" Friendly - Shambling Only	For each hit, the target friendly Shambling unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the Fly special rule is not in effect for this movement. If this movement brings it into contact with an Enemy unit, treat this as a successful Charge against the enemy facing that has been contacted. However, the charged unit will not take any Nerve tests for any damage it might have taken in the previous Ranged phase. If, and only if, the surged unit contacts a corner of the Enemy unit and not the edge, determine which arc of the target unit the Leader Point of the surging unit is in before it moves and align to that side to attack. If two Enemy units are contacted at the same time, the attacking player may choose which unit is being charged. If the Surge move took the unit over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing combat as normal. This spell has no effect on units with Speed 0.	

Artefact	Description
Staying Stone	The unit gains +1 to its Wavering stat value.
Crown of the Wizard King	The unit gains an additional 6 inches range on all of its spells that target Friendly units.
Sir Jesse's Boots of Striding	Once per game, this unit gains the Strider special rule until the end of the Turn.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.