

STEVE T SALAMANDERS GT 22



SALAMANDERS

GOOD

Ancients*

Heavy Infantry

| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts |
|----------------------------------|----|----|----|----|---|----|----|------|-------|
| Troop(10) | 4 | 3 | - | 6 | 2 | 1 | 10 | -/13 | 120 |
| Skirmisher's Boots | | | | | | | | | 10 |
| Crushing Strength (1), Inspiring | | | | | | | | | [130] |
| Keywords: Salamander | | | | | | | | | |

Fire Elementals

Large Infantry

| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts |
|---|----|----|----|----|---|----|----|------|-------|
| Horde(6) | 6 | 4 | - | 5 | 3 | 3 | 18 | -/17 | 220 |
| Wine of Elvenkind | | | | | | | | | 40 |
| Crushing Strength (2), Pathfinder, Shambling, Vicious (Melee) | | | | | | | | | [260] |
| Keywords: Flamebound | | | | | | | | | |

Tyrants

Large Infantry

| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts |
|---|----|----|----|----|---|----|----|------|-------|
| Horde(6) | 6 | 4 | - | 4 | 3 | 3 | 30 | -/17 | 240 |
| Sir Jesse's Boots of Striding | | | | | | | | | 15 |
| Effigy of Fire | | | | | | | | | 5 |
| Crushing Strength (2), Wild Charge (D3) | | | | | | | | | [260] |
| Keywords: Berserker, Reptilian | | | | | | | | | |

Scorchwings*

Large Cavalry

| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts |
|--|----|----|----|----|---|----|----|-------|-------|
| Regiment(3) | 10 | 3 | 4 | 4 | 4 | 2 | 7 | 11/13 | [120] |
| Fly, Nimble, Pathfinder, Thunderous Charge (1) | | | | | | | | | |
| Firesparks (18", Steady Aim) | | | | | | | | | |
| Keywords: Flamebound | | | | | | | | | |

Rhinoceros Cavalry

Large Cavalry

| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts |
|--|----|----|----|----|---|----|----|------|-------|
| Horde(6) | 7 | 3 | - | 5 | 4 | 3 | 18 | -/18 | [250] |
| Brutal, Crushing Strength (1), Thunderous Charge (2) | | | | | | | | | |
| Keywords: Reptilian, Salamander | | | | | | | | | |

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 | | | | | | | | | |

Greater Fire Elemental

Monster Spellcaster: 0

| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts |
|---|----|----|----|----|---|----|----|------|-------|
| 1 | 6 | 3 | - | 5 | 5 | 1 | 8 | -/18 | 175 |
| Aura (Wild Charge (+1 - Salamanders only)) | | | | | | | | | 10 |
| Crushing Strength (3), Pathfinder, Shambling, Vicious (Melee), Aura (Wild Charge (+1) - Salamanders only) | | | | | | | | | [185] |
| Spells: Fireball (8) | | | | | | | | | |
| Keywords: Flamebound | | | | | | | | | |

| Clan Lord | | | | | | | | | | Hero (Cav) |
|--|----|----|----|----|---|----|----|-------|-------|---|
| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts | |
| 1 | 8 | 3 | - | 5 | 3 | 0 | 5 | 13/15 | 100 | |
| Banner of Abbetshire Mount on a Raptor, increasing Speed to 8 changing to Hero (Cav - Height 3) | | | | | | | | | 20 | |
| Crushing Strength (2), Individual, Inspiring, Mighty Keywords: Salamander | | | | | | | | | 35 | |
| | | | | | | | | | [155] | |
| Mage-Priest | | | | | | | | | | Hero (Hv Inf) Spellcaster: 2 |
| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts | |
| 1 | 5 | 4 | - | 5 | 2 | 0 | 1 | 10/12 | 90 | |
| Replace Fireball (10) with Surge (8) Bane Chant (3) Library Veil of Shadows [1](3) | | | | | | | | | 0 | |
| Crushing Strength (1), Fuel for the Fire, Individual, Inspiring Spells: Surge (8), Bane Chant (3), Veil of Shadows [1] (3) Keywords: Flamebound, Salamander | | | | | | | | | 30 | |
| | | | | | | | | | 30 | |
| | | | | | | | | | [150] | |
| Ghekkotah Clutch Warden | | | | | | | | | | Hero (Inf) |
| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts | |
| 1 | 7 | 3 | 4 | 4 | 2 | 0 | 4 | 10/12 | 95 | |
| Gnome-Glass Shield | | | | | | | | | 10 | |
| Duelist, Individual, Inspiring, Pathfinder, Scout, Stealthy, Vicious Blowpipes (18") Keywords: Ghekkotah | | | | | | | | | [105] | |
| 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: 21
Total Core: 2300 (100%)

Total Units: 14



SPECIAL RULES AND SPELLS:

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| 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. |
| Banner of Abbetshire | The unit gains Aura (Spellward) special rule. |
| Blowpipes | Treat as Throwing Weapons (Range: 12") |
| 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 Brutal (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. |
| Crushing Strength | All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage. |
| Duelist | While attacking enemy <i>Individuals</i> in Melee, this unit doubles its number of Attacks. |
| 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. |
| Gnome-Glass Shield | Individuals only. The unit's Defence is increased by 2 to a maximum of 6. Immediately after the unit suffers damage for the first time (from any source) the Gnome-Glass Shield shatters and its Defence returns to normal for the rest of the game. |
| 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. |
| Mighty | Individuals with the <i>Mighty</i> special rule are no longer Yielding. |
| 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. |
| 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. |
| Sir Jesse's Boots of Striding | Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn. |
| Skirmisher's Boots | Troops only. The unit gains the Nimble special rule. |
| 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. |
| Surge | Spell: 12", Friendly Shambling only - For each hit, the target unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the <i>Fly</i> 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. |
| 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). |
| Veil of Shadows [1] | Unique spell: Self - If one or more hits are scored, the spellcaster gains the Aura (Stealthy) special rule until the start of the player's next Turn. |
| Vicious | Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1. |

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| 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. |
| Wine of Elvenkind | The unit gains the <i>Nimble</i> special rule. |
